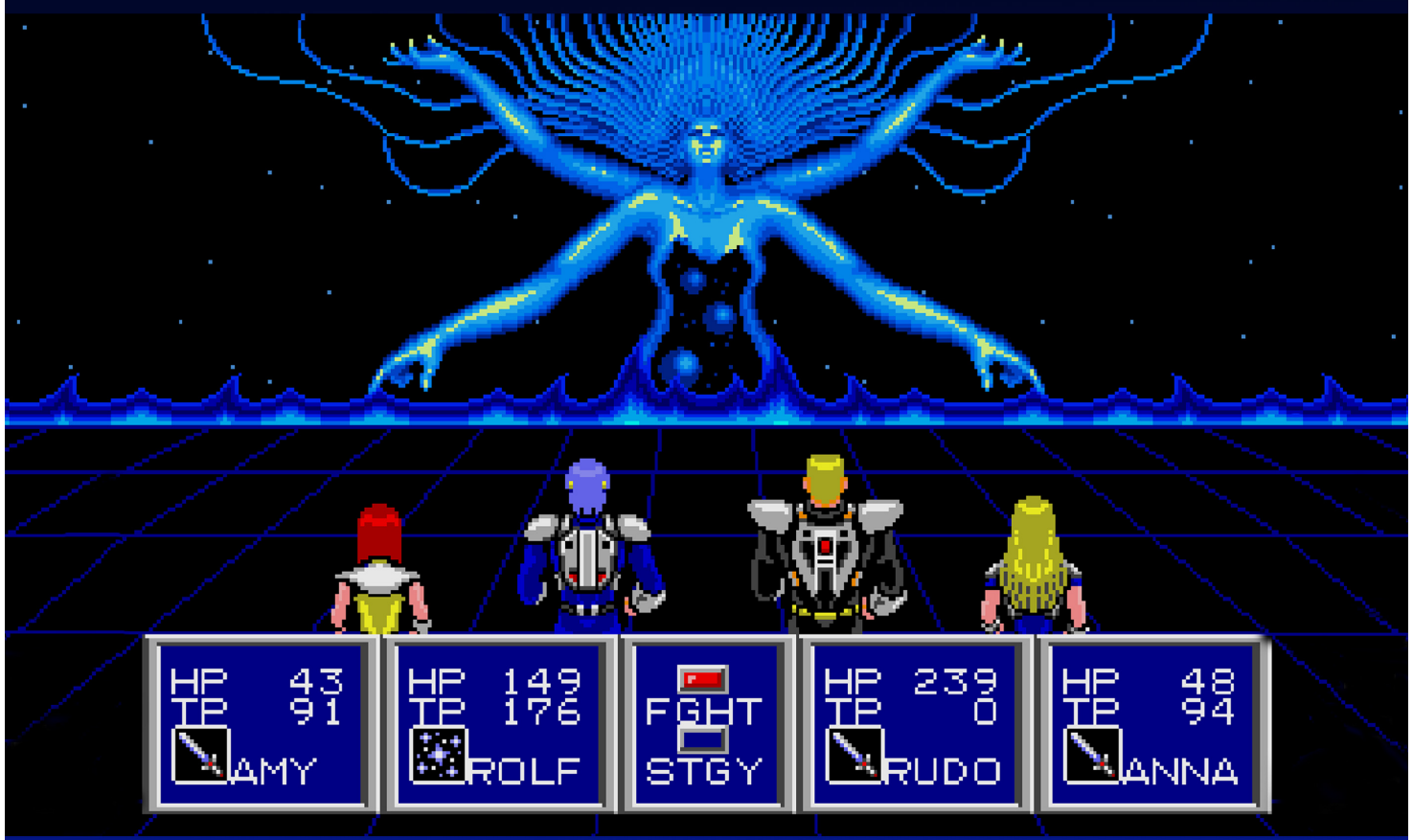
The VGA Presents PHANTASY STAR II



DEREK SLATON

The VGA Presents:
Phantasy Star II
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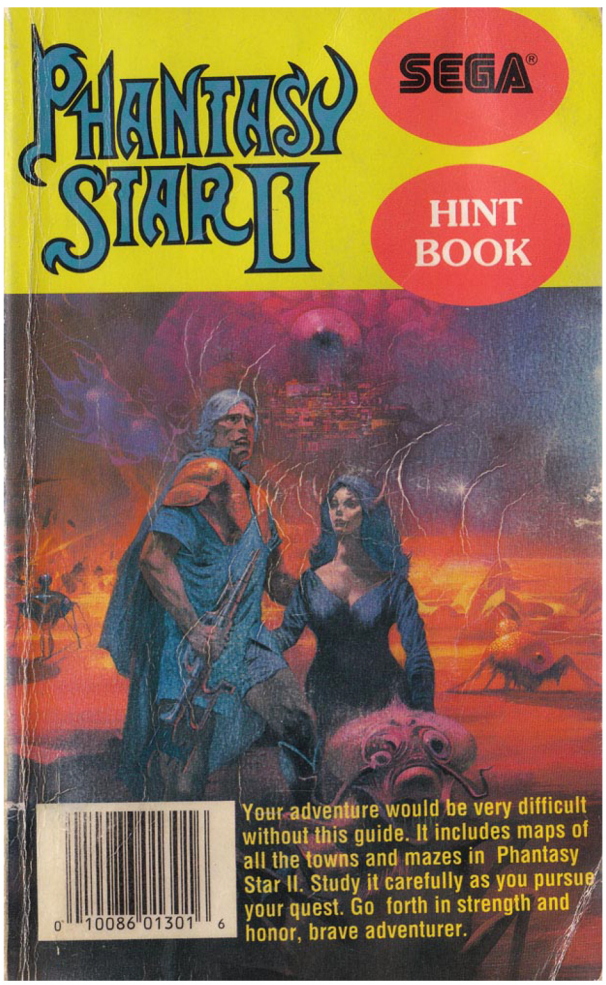
Welcome to the first volume of The VGA Presents. With this book series I will be taking an in-depth look at a single game (or series) that will be a little bit history, a lengthy story breakdown, and a big celebration of the in game artwork. My main goal with this series is to give fans of the selected games a walk down memory lane, as well as introducing a new generation to games they may have overlooked. The first selection, Phantasy Star 2, was a game that played a very important role in my childhood. Creating this book has brought back many great memories of playing through it, and I hope that by flipping through these pages it will do the same for you.

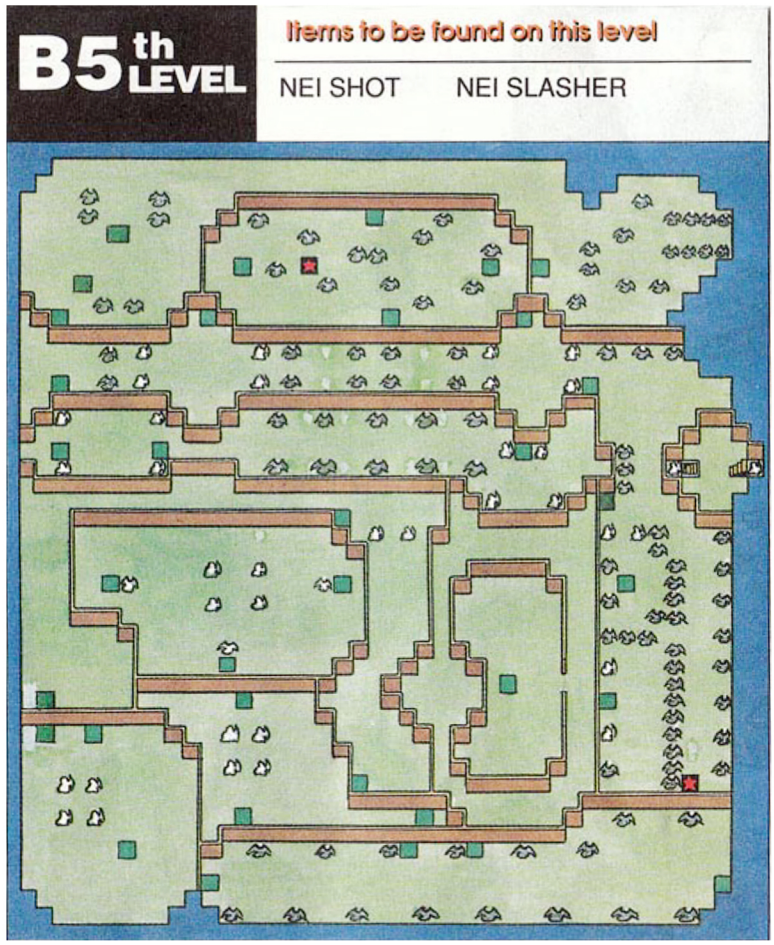
Phantasy Star 2 was released in Japan in 1989, making it the first 16-Bit console RPG to hit the market. A year later it found its way to America, raising the bar significantly in terms of depth, graphics and difficulty. With the cartridge clocking in at six megs, it was the largest game ever released for consoles at that time.

Thanks to the extreme difficulty, a hint guide was created and packaged with every US copy of the game. The guide provided the player with step by step instructions on where to go next in their quest, as well as maps of every dungeon they would have to explore.

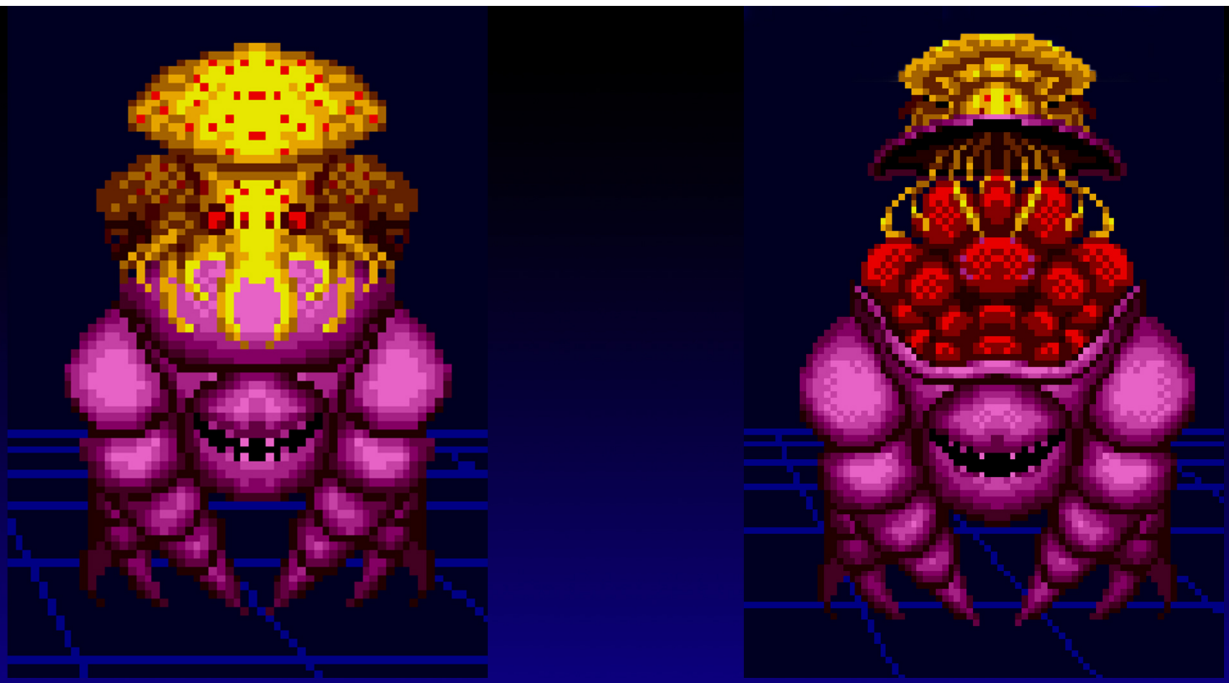
Even with the maps in hand, the player would still need to plot their course carefully if they had any hope of finding their way through. Just glancing at some of the later mazes is enough to give cartographers a headache. The difficulty didn't end with the dungeon layout, as the bio-monsters you faced were fearsome and plentiful. In order to reach the desired destination it was common to have to survive dozens of encounters with enemies strong enough to take down your entire party.



Sample Map From Hint Guide

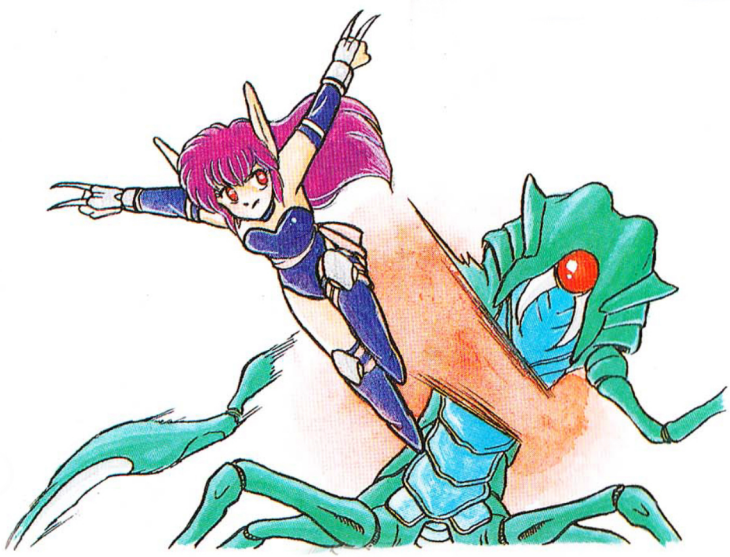


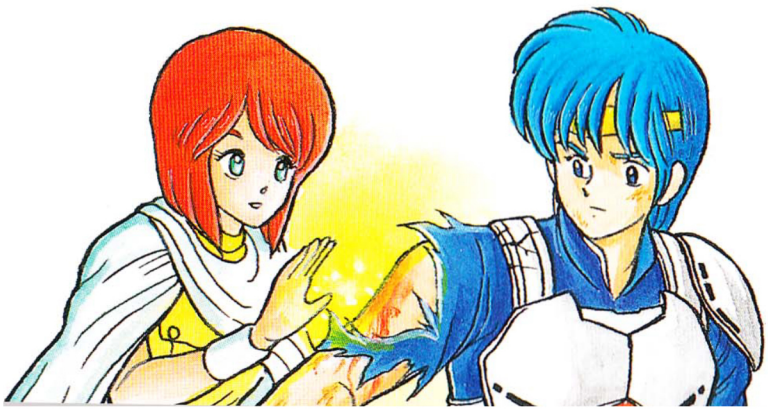
The enemy design and animation was second to none upon release. Instead of static characters like there were in Final Fantasy and Dragon Quest, the creatures here were fully animated. When you witnessed the giant Locust raring back and smacking you with its claw, or recoiled in fear when the Head Rot ripped open its skull and bashed you with exposed brains, it was apparent that the RPG genre had leveled up. Your party didn't just stand around either, as they bounced around the battlefield to strike their enemies and shot fireballs from their hands.

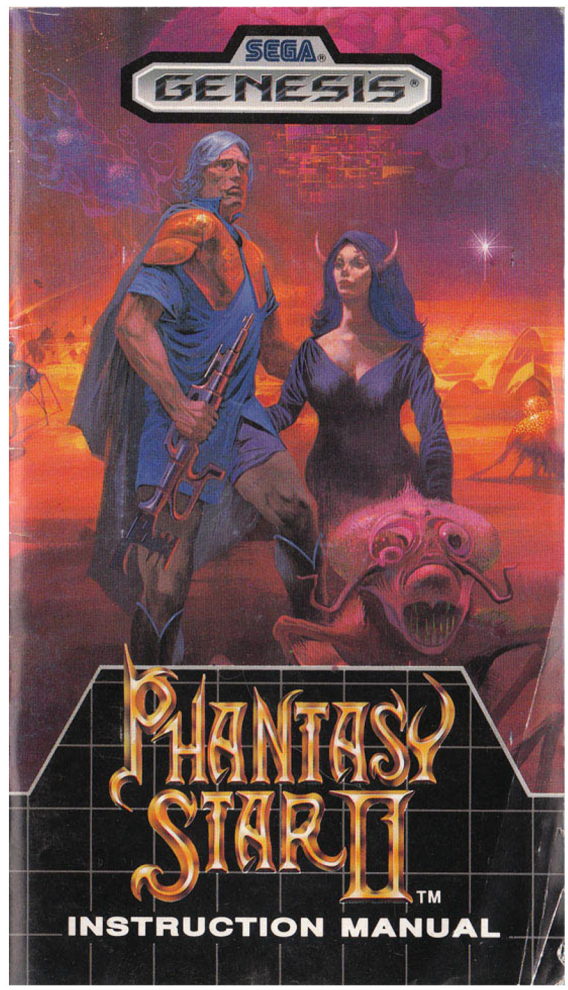


There were very few differences between the Japanese and American releases, with the most notable being the toning down of the openly gay music teacher you encounter halfway through the game. The biggest change however was the tone of the game as presented by the manual. The American version took a very serious approach, with the cover artwork resembling a 1940s pulp novel. The Japanese manual was filled with cute anime inspired drawings of the characters in action.

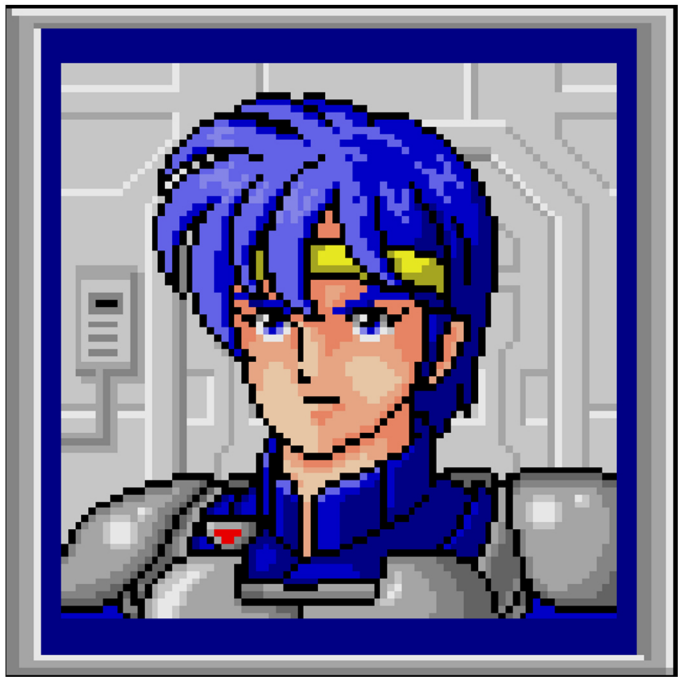
Over the years, Phantasy Star 2 has been recognized time and again as one of the greatest games of the era, as well as one of the greatest games of all time. While the story is somewhat sparse when compared to more recent RPGs, the depth of gameplay and challenge still hold up to this day.





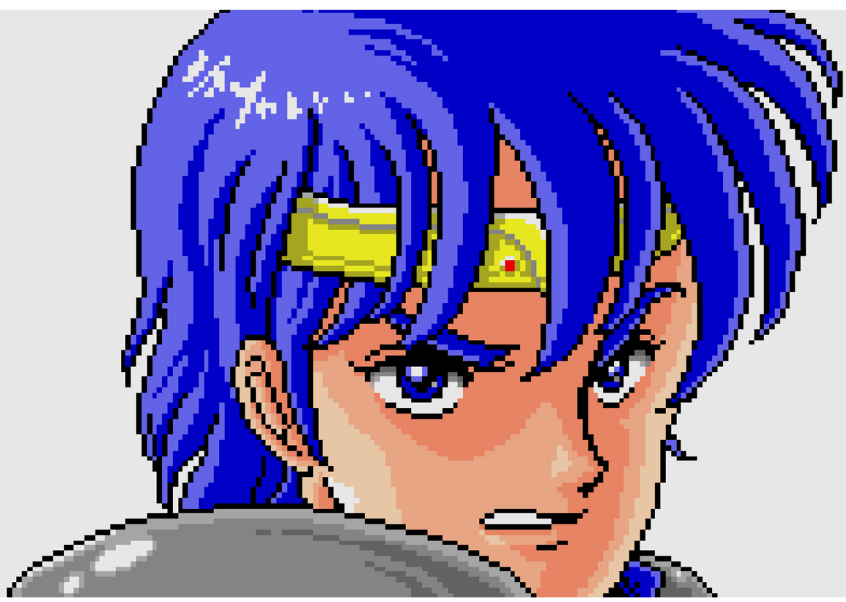


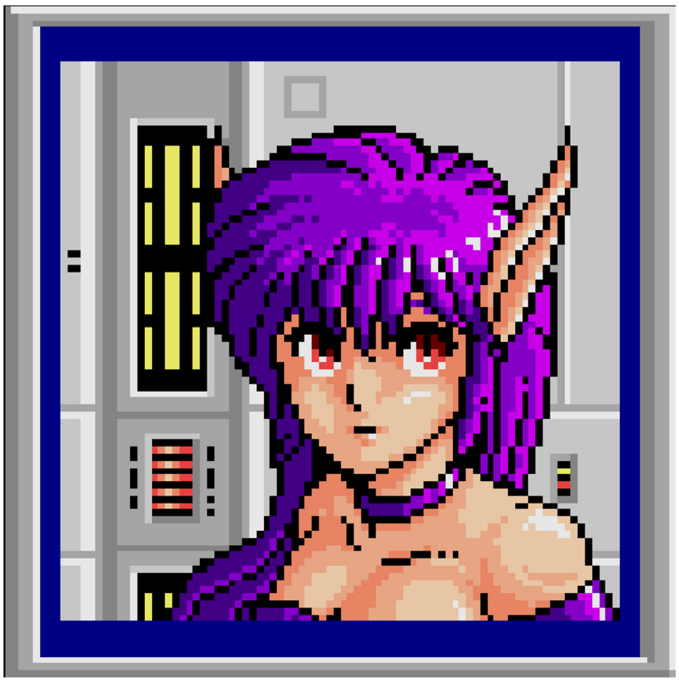
TERAKITE
PARTY MEMBERS
HP 314
IP 172
ROLF
FGHT
STGY
HP 178
IP 91
Nei



ROLF

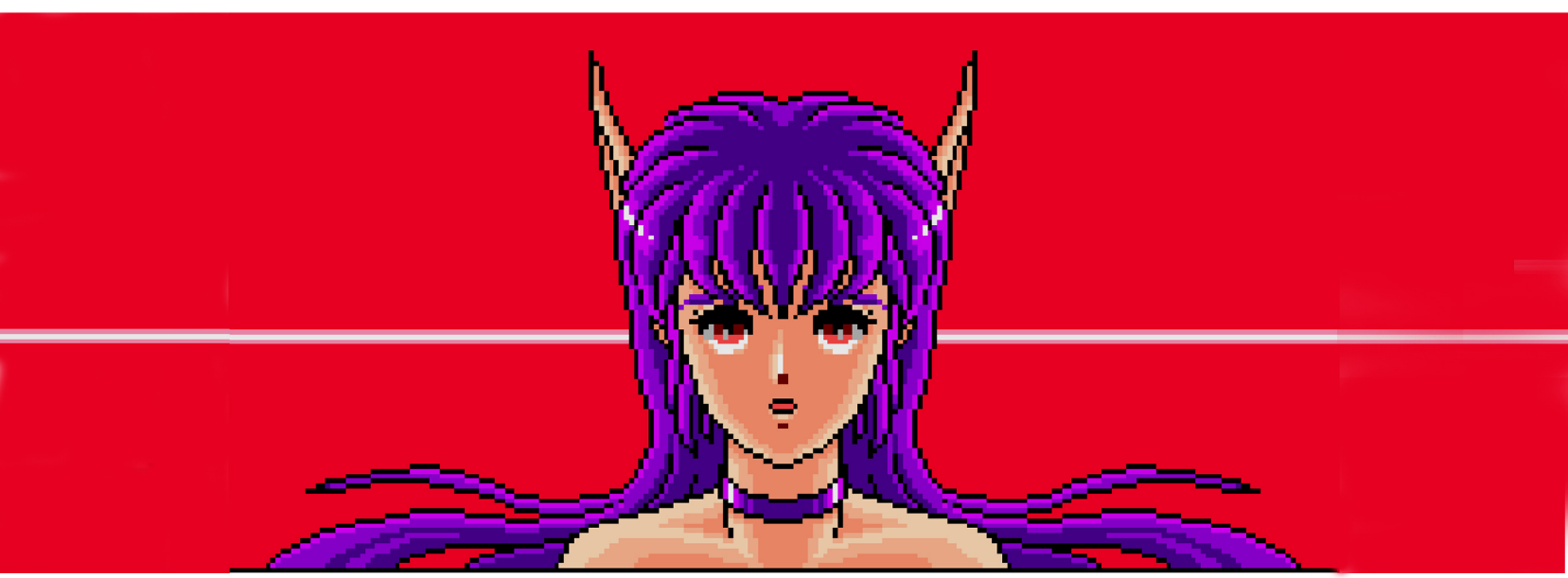
Rolf is a government agent that has been sent on a quest to investigate the recent accident at the Bio-Systems Lab, which sets him off on a planet hopping adventure. He is the only character in the game that can wield a sword, and learn the devestating Megid technique. Rolf is the most well rounded party member, and with his techniques factored in he is easily the most powerful.





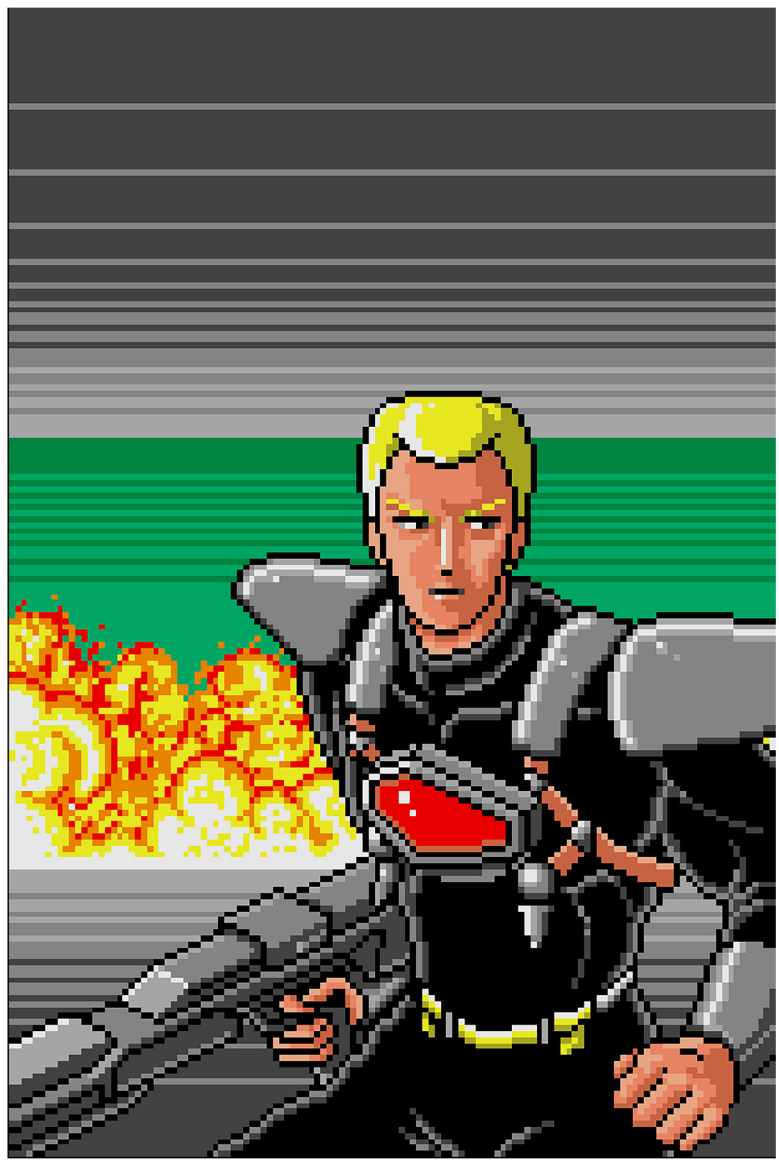
NEI

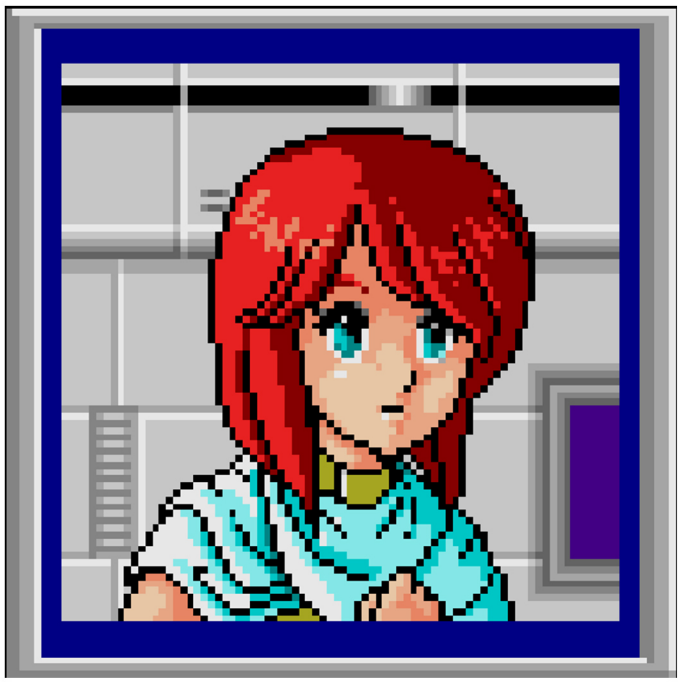
Nei is a part human, part bio-monster hybrid that has befriened Rolf. Upon learning of his mission to investigate the Biosystems-Lab, she pleads with him to tag along. Despite her frail appearance she is a fierce fighter and is the only party member that can weild claws. Due to her uniqe biological makeup, she levels up much faster than her fellow travelers.



RUDO

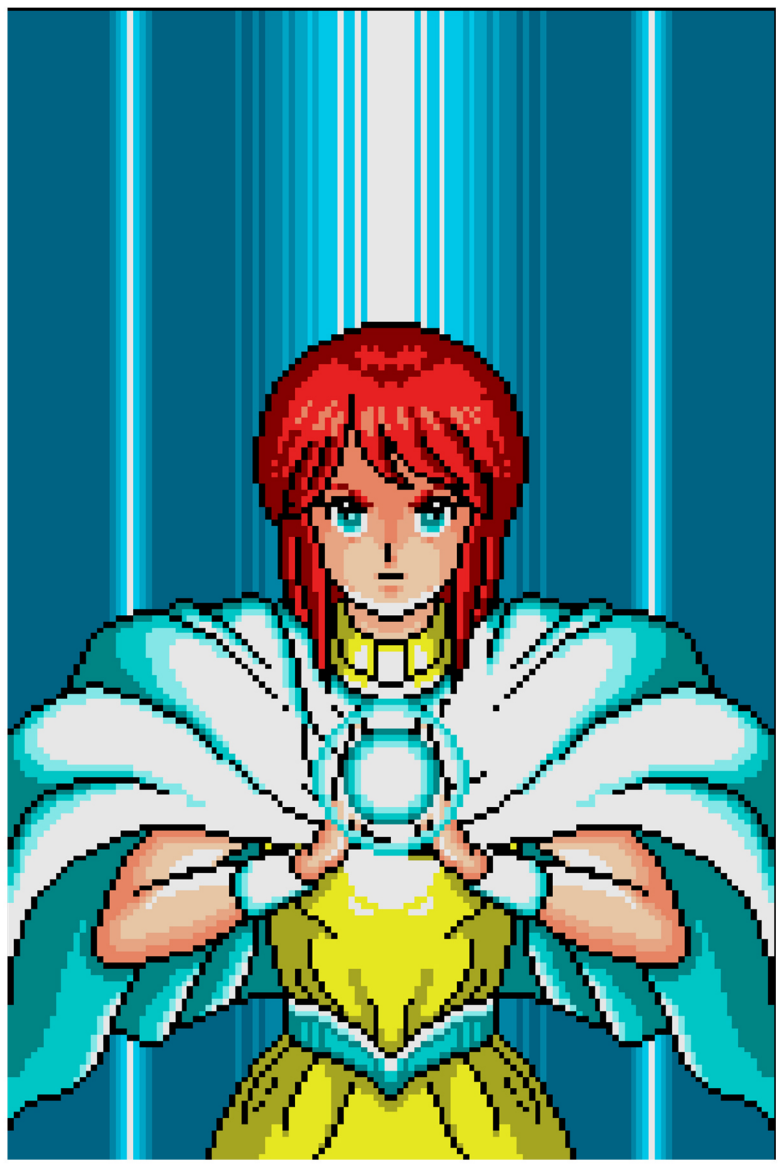
Rudo is one of the strongest characters that will join your party. He began his career as a soldier, but it was cut short after his wife and child tragically lost their lives in a Bio-monster attack. After that fateful day he turned his attention towards hunting. When Rolf visits Arima, Rudo becomes aware of his quest and sets off to fight side by side with him. While Rudo can't use techniques, he is the only member of the group that can use heavy guns.





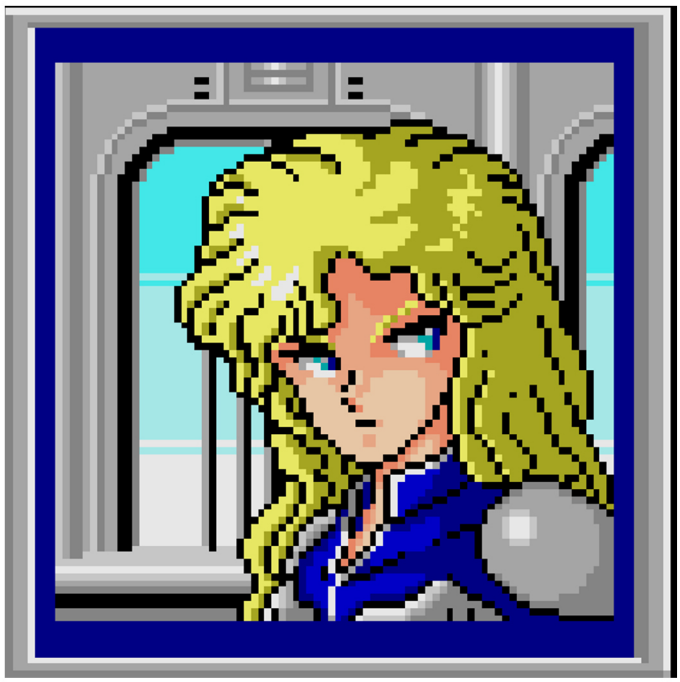
AMY

Amy is a doctor that joins the party after Rolf visits Oputa, and will be the primary healer. Due to her low stats, she is practically useless in battle unless given a hand held “shot” type gun, and even then any damage she does is a bonus. Her real talent is with healing techniques, as she is the only character to gain Nares and the Sar group of techs, which heals the entire party at the same time.



HUGH

Hugh is a biologist who, after a quick glance at his stats, will appear to be a rather pittiful party member. To put it mildly, his attack and defense leaves a lot to be desired. However once he levels up a bit and gains the Vol and Savol techniques, Hugh becomes a one man wrecking crew. Both Vol and Savol can destroy any non-robot enemy in a single hit. Hugh joins the party once the Bio-Systems Lab has been explored by Rolf.

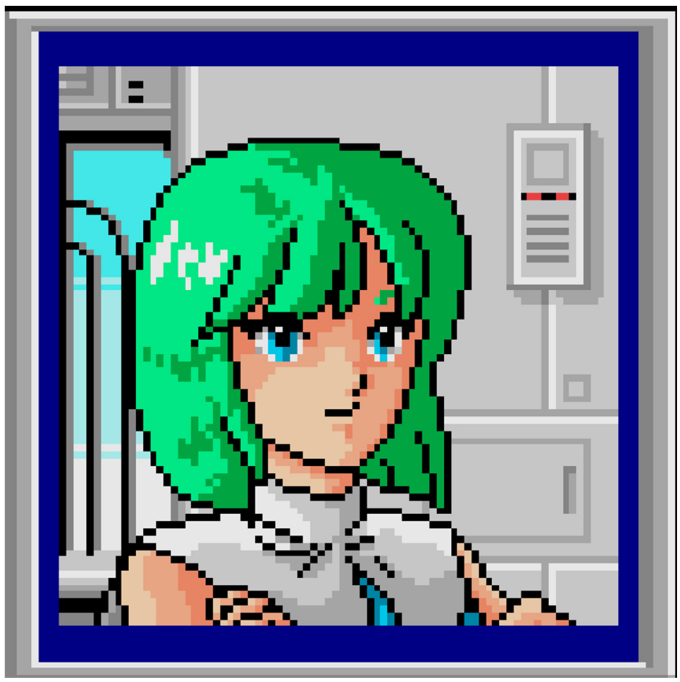


ANNA

Anna is a hunter and a guardian that has devoted her life to ridding the world of hunters that have gone rogue. Anna is the only character that can use slasher, which are incredibly valuable weapons as they can cut through entire rows of enemies. She is a very capable fighter and can use the spell Ner, which raises your party's agility. She joins the party after Rolf visits Zema.

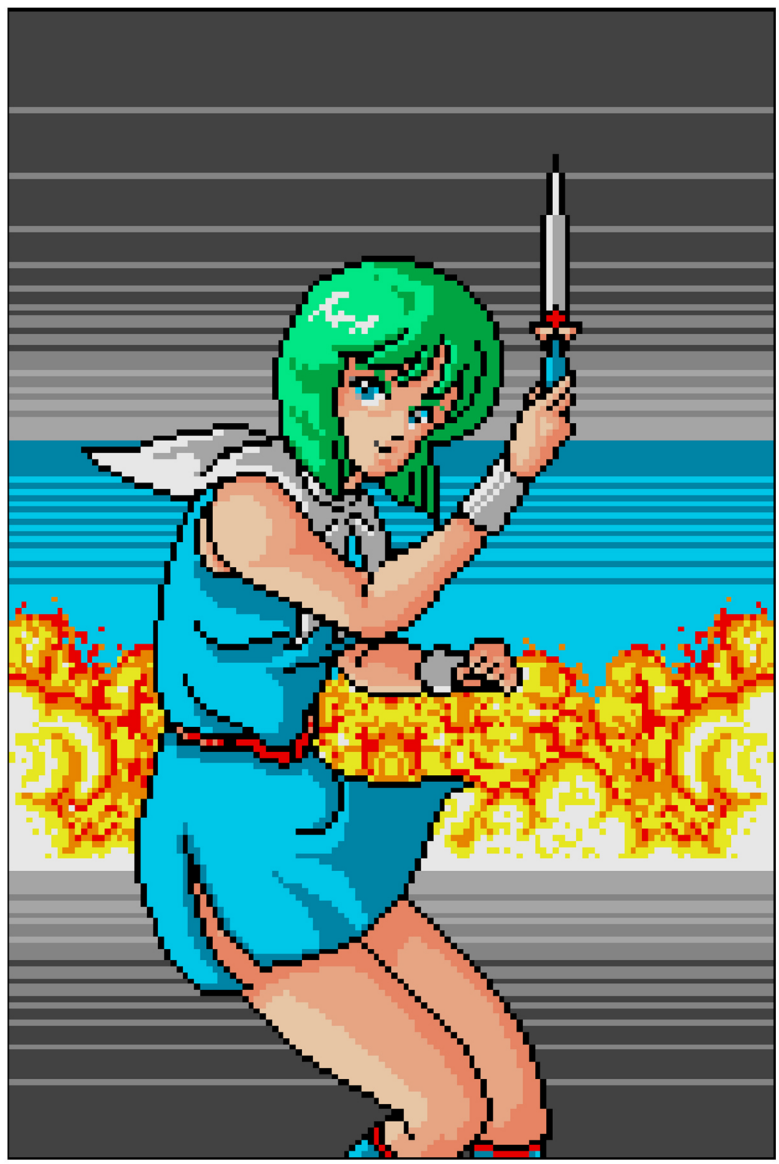
KAIN

Kain the Wrecker is just your average knife wielding redneck who is very adept at breaking machines. While he is a very average fighter in terms of strength, he comes in very handy during the middle portion of the game when the party is under constant assault from an army of robots. He has several techniques that can lay waste to anything that crosses your path. Kain comes knocking at Rolf's door after he visits Kueri.



SHIR

Shir joins after visiting Piata and is by far the most useless character in the game in terms of battle, or being a teammate worth traveling with. She really only has one skill that is valuable, and it's her ability to steal from shops. When a store is entered she will randomly vanish and meet you back at your house with a random item, which can sometimes be the ultra valuable Star Mist or Moon Dew. Taking her to the storage room in Paseo is the only way to obtain the Visiphone.



TERAKITE
MAIN STORY
HP 314
IP 172
ROLF
FGHT
STGY
HP 178
IP 91
Nei

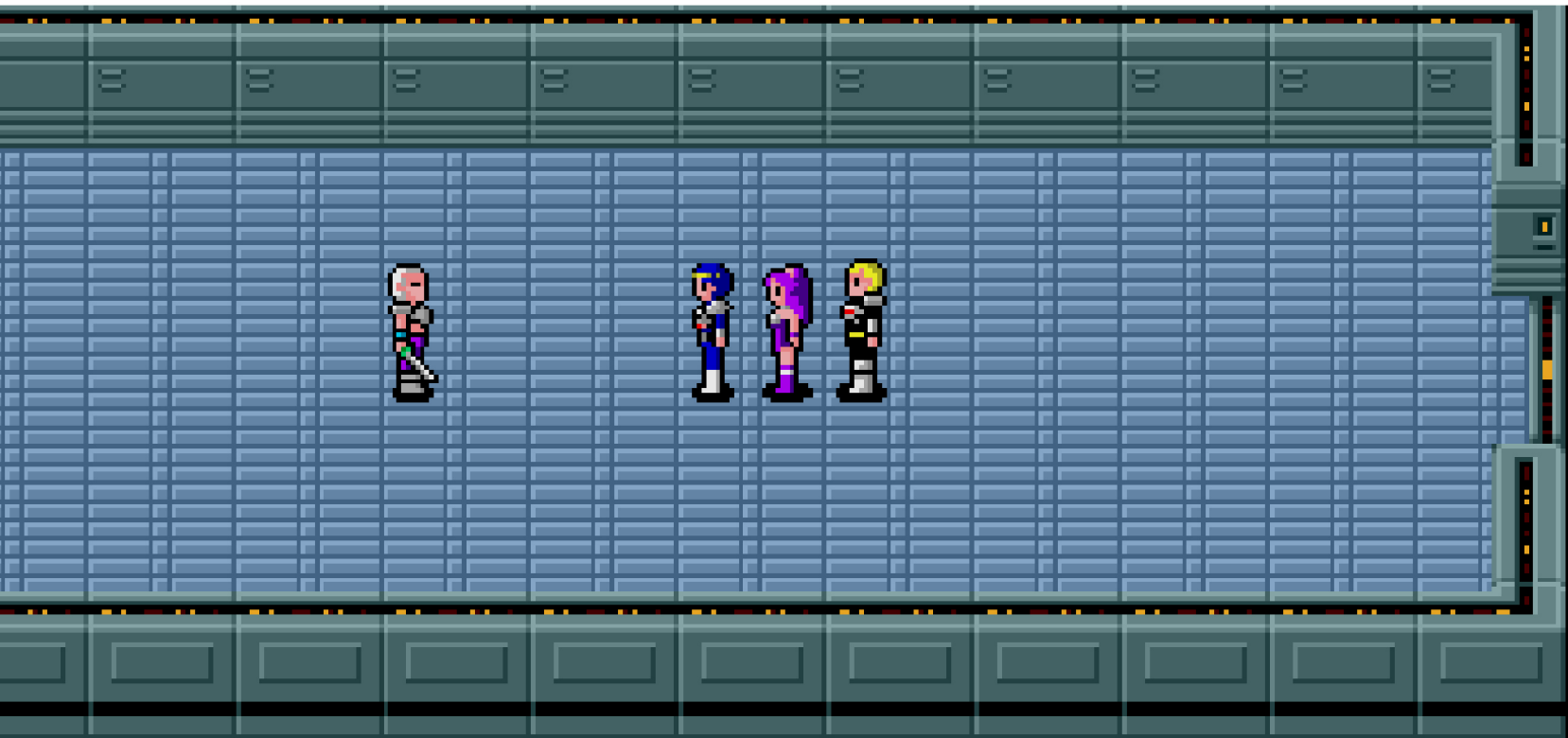
PHASE 1

Paseo thru Bio-Systems Lab

The story begins with the hero, Rolf, caught in a terrifying dream about a young girl being attacked by a demon. Before the girl is struck down however, Rolf awakens. He shakes off the nightmare and heads to the Central Tower of his hometown of Paseo to retrieve his mission.

The Governor of Paseo speaks about how the Mother Brain controls all things on the planet, but recently something has gone terribly wrong. A never ending stream of bio-monsters have flooded the countryside, wreaking havoc upon the population. In an attempt to understand what is going on, the Governor gives Rolf the mission to break into the Mother Brain's Bio-Systems Lab and retrieve the data recorder. They are hopeful that once they know what the problem is they will be able to fix it.

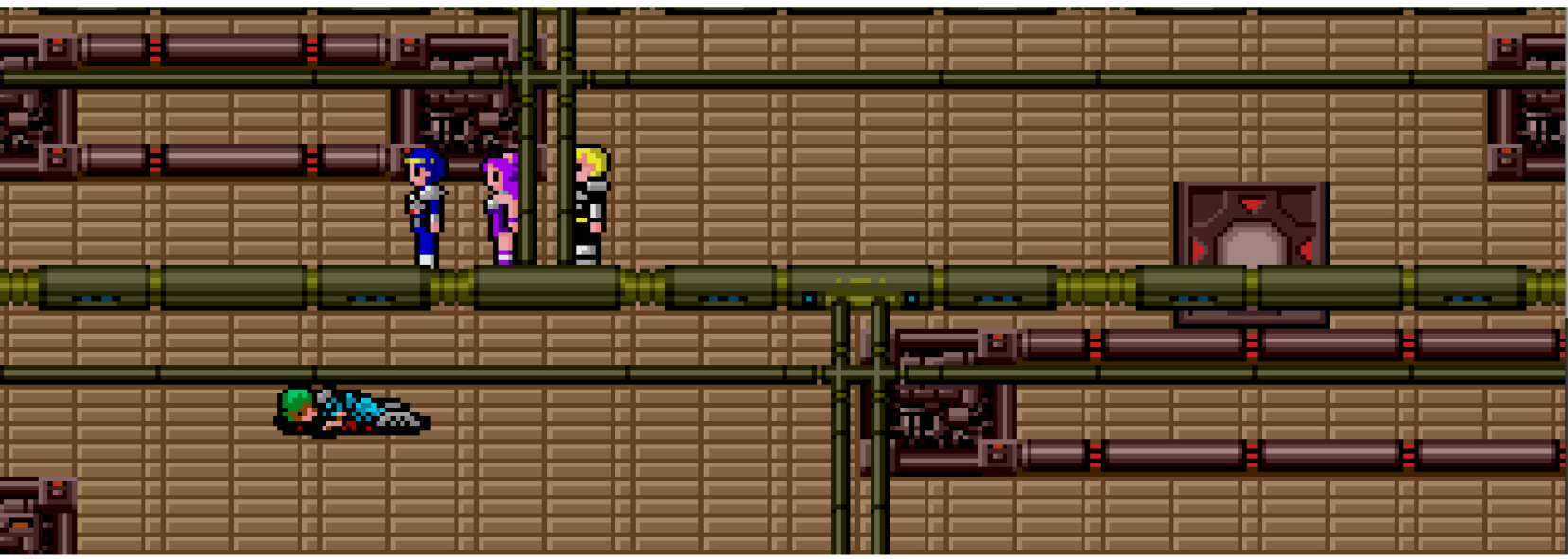
Before Rolf embarks on his journey, his friend Nei makes an impassioned plea to take her along. After reluctantly accepting they set off towards the Western Bridge that will take them to the Bio-Systems Lab. Unfortunately their path is blocked by a sword wielding man named Darum, who not only attempted to murder Nei several months earlier, but has also had his daughter Teim kidnapped. With few other options, Rolf heads east to the town of Arima.

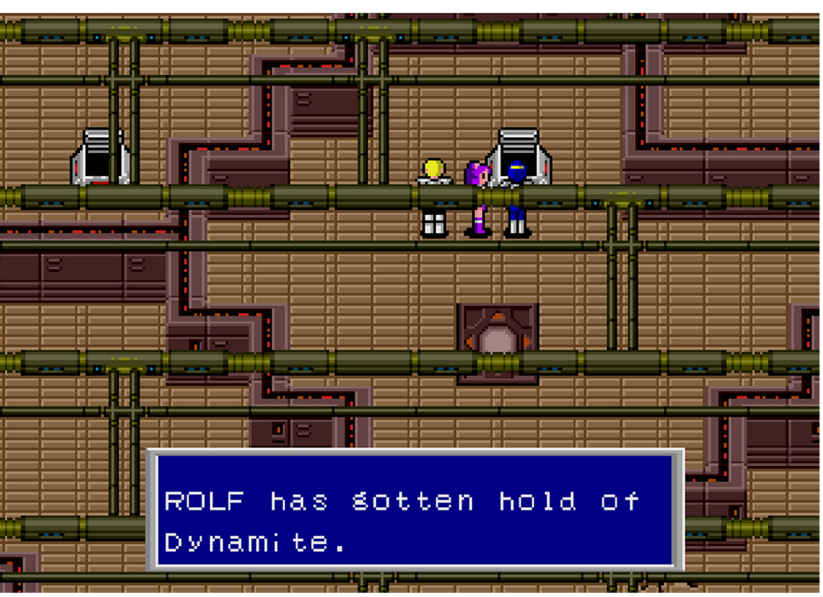


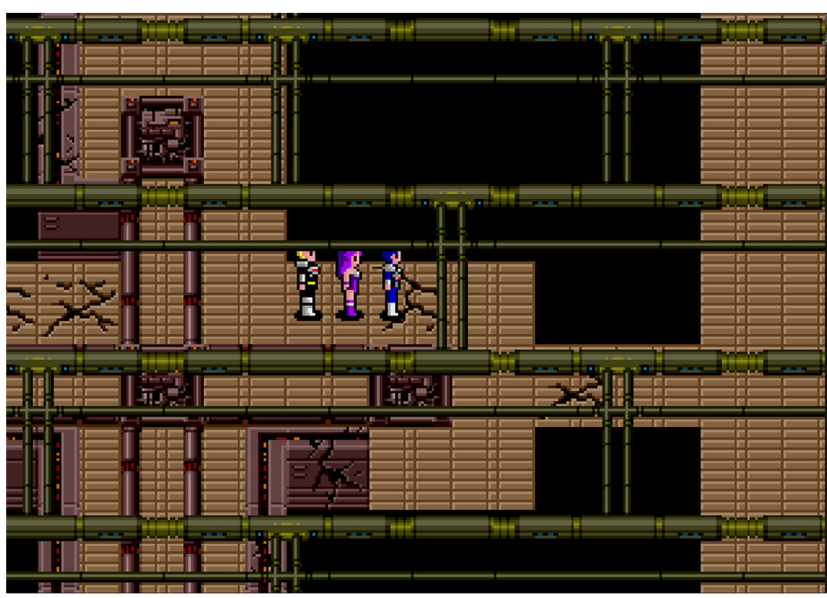
Upon entering the town it's obvious that the citizens there have seen better days. Many of their buildings have been blown up by a group of outlaws known as the Scoundrels. In addition to losing their homes, the townspeople also watched as all of the young men in their village were slaughtered. They tell Rolf about the Scoundrel hideout in a place called Shure which is far to the north. Before leading the assault on the villains Rolf returns home where he receives a welcome visitor, Rudo.

Rudo is a former soldier turned hunter, and joins with Rolf in his quest to save the world from bio-monsters. As he is the only party member that can use heavy guns, he is a welcome addition. Once everyone is property equipped it's time to raid the first dungeon.

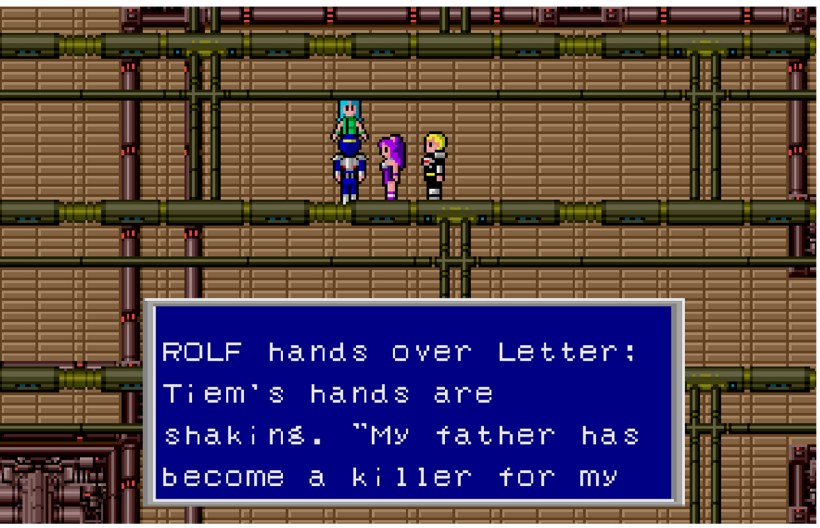
The Shure dungeon is the easiest one the party will encounter in the entire game, which should strike terror into the hearts of anyone. There are four levels with multiple pathways, dead ends, and pitfalls, not to mention a host of powerful monsters. On the top floor Rolf finds the lifeless corpses of the Scoundrels, who have been shredded by the bio-monsters. One of the bodies contains a key and a note saying they took poor Teim to the Tower of Nido, which gives the party a new destination. Before leaving Rolf searches out the locked chests and retrieves a couple sticks of dynamite.

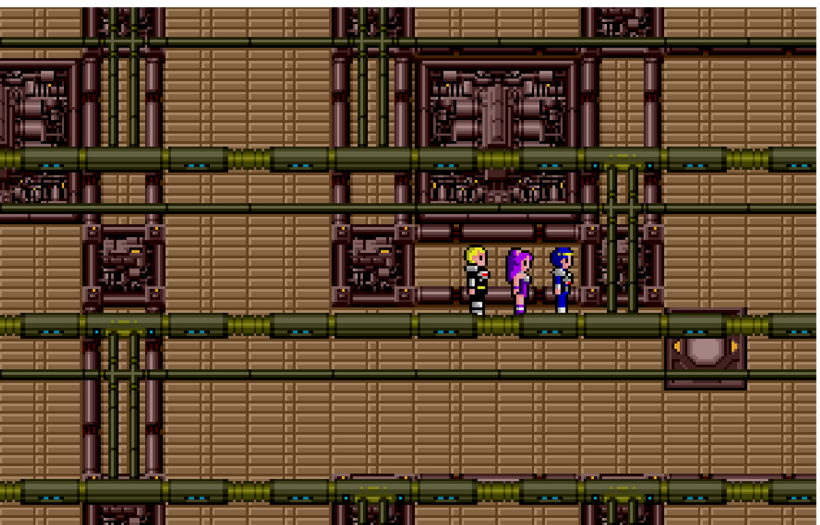


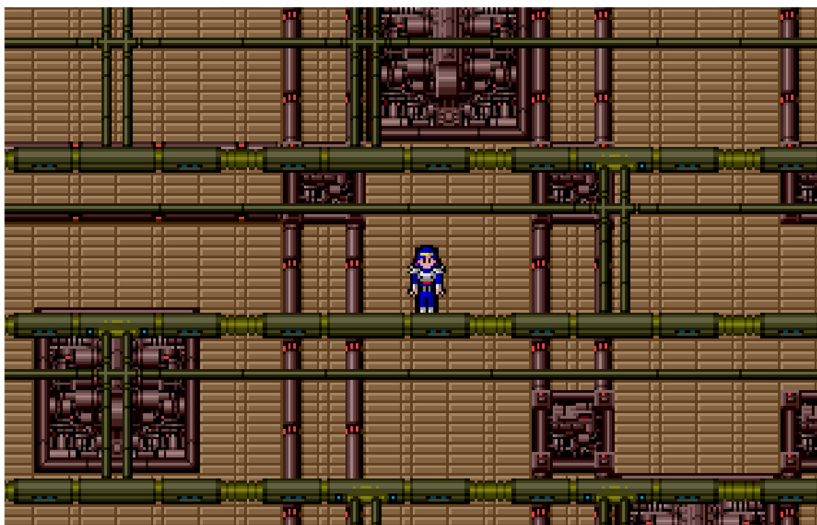


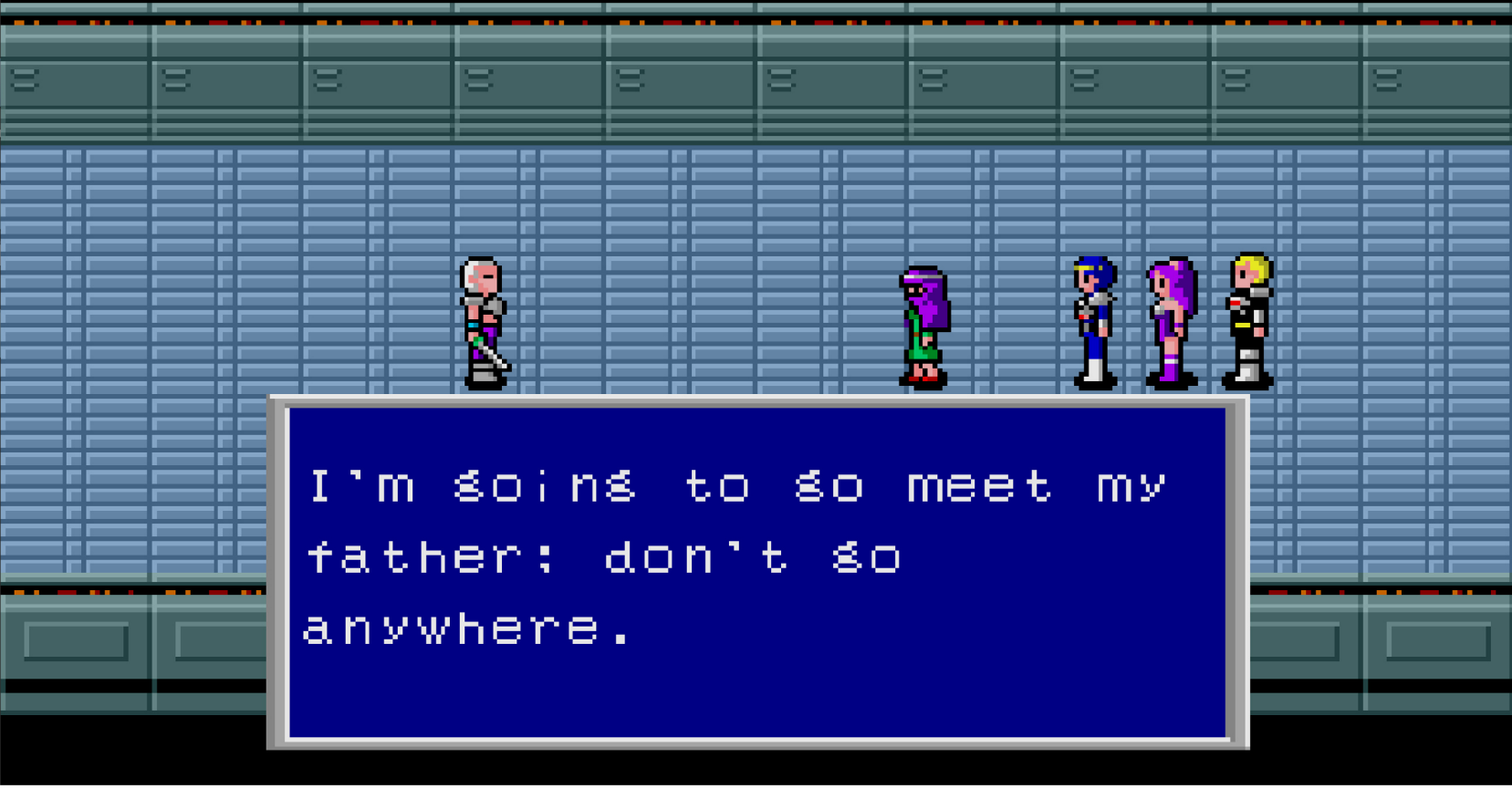


Located far to the east, the Tower of Nido is a three level dungeon that will test all but the strongest of parties. While there are fewer floors than the Shure, the floors themselves are nearly twice the size and have many more chutes shuttling the party between them. The enemies have taken a significant step up in power as well, making rescuing the kidnapped girl a tall order. After a surviving a string of difficult battles, Rolf finds Teim stashed on the third floor all alone. When she hears about the terrible deeds her father has done in retaliation for her being taken, she asks if Rolf will take her to him.

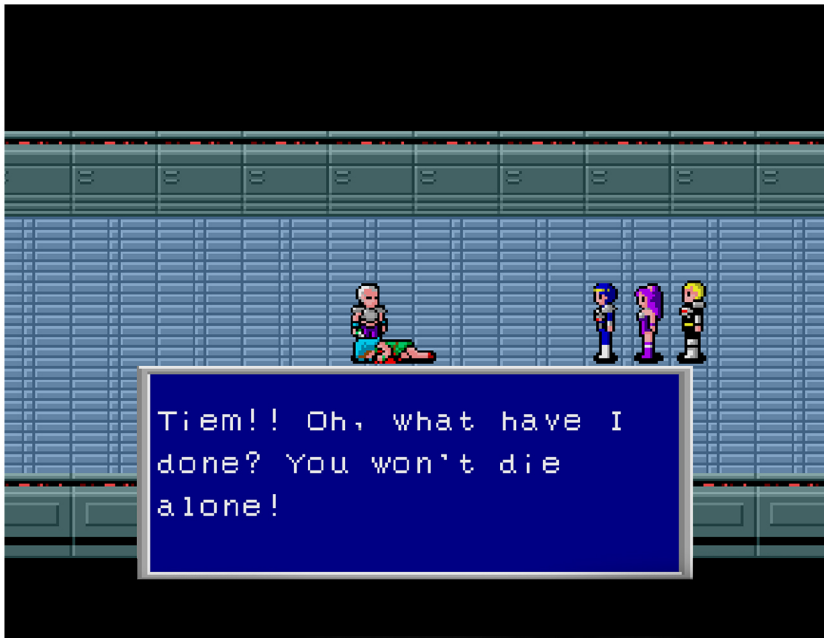




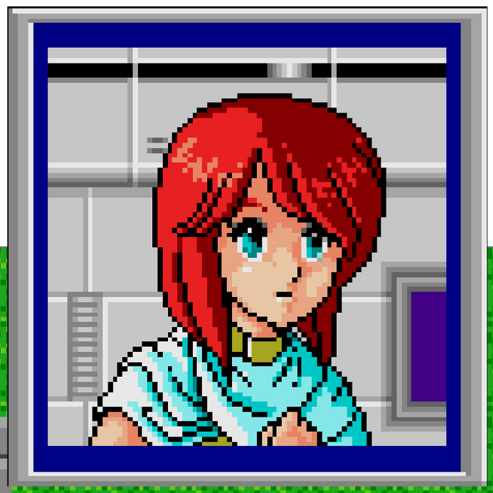


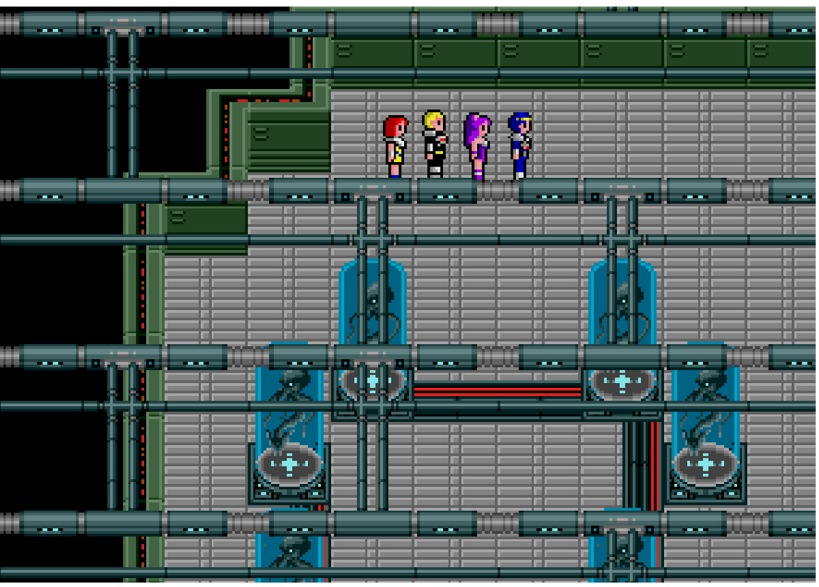


The reunion between father and daughter is a less than ideal one, as Teim decides to dress in a disguise in an attempt to shame her father. When she refuses to give him her money Darum becomes enraged and strikes her down with his sword. After realizing the unforgivable sin he has just committed, Darum turns the sword upon himself, resulting in both father and daughter embarking on a journey to the afterlife together. With the path now clear, Rolf and his companions can continue on their journey.

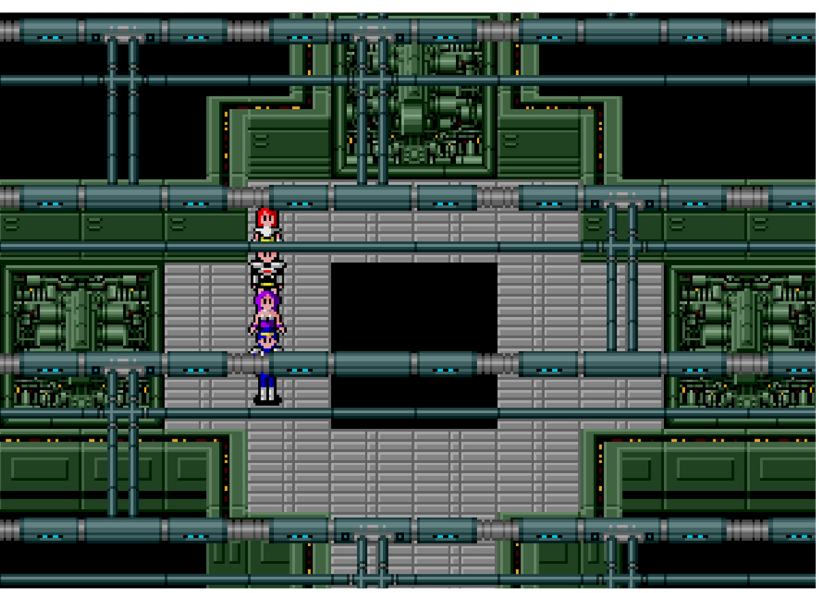


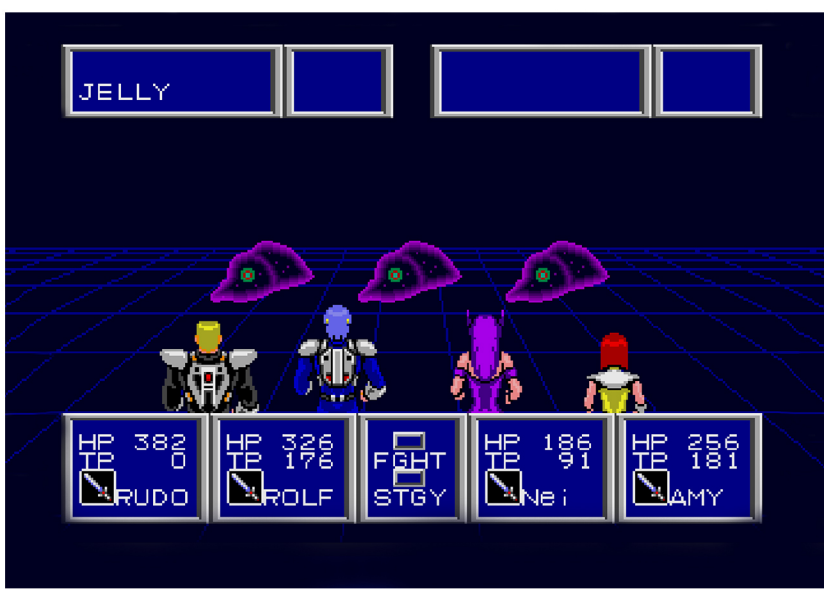
Before descending to the depths of the Bio-Systems Lab, the party stocks up in Oputa Town, which is located to the north. Upon reaching the town, Amy the Doctor knocks on Rolf's door and asks if she can join the party. Given the challenges that lie ahead, and the need to have a dedicated healer in the group, Rolf wisely allows her to tag along. After getting properly stocked up, the party heads off to complete their initial mission.





The Bio-Systems Lab is by far the biggest challenge Rolf and company has faced to this point. The floors are lined with research canisters containing various biological experiments, giving the party even more reason to find what they are looking for quickly. The recorder is in the basement, unfortunately the only way to get there is for the party to fight their way to the top and leap into a pit to fall all the way down. Due to some questionable design on the part of the construction crew, the only way to reach the top floor is to constantly climb and fall between floors before the proper jumping off point is found.





Their mission isn't complete once the basement has been reached, since the storage unit that houses the recorder still must be located. The monsters are incredibly dangerous down here, but they aren't the only thing the party must worry about. At some point during the initial bio-monster outbreak, toxic waste has been spilled throughout the basement, forcing them to walk through the damage causing puddles.

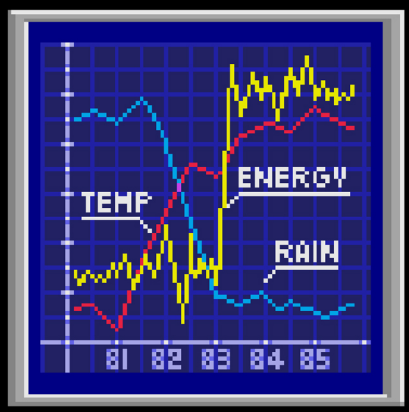
Once Rolf and his companions survive the constant stream of attacks and the environmental damage to retrieve the recorder, they must go and deliver it to the Central Tower in Paseo. With this milestone reached, phase two of their journey begins.

PHASE 2

Southern Bridge thru NeiFirst

Upon returning to Piata, Rolf and company rush to the Central Tower to have the data recorder analyzed. The governor laments the fact that under the Mother Brain's rule the people have become weak and lethargic due to their dependence on her for survival. After that uplifting talk, the librarian shares the information from the recorder and it is anything but good.

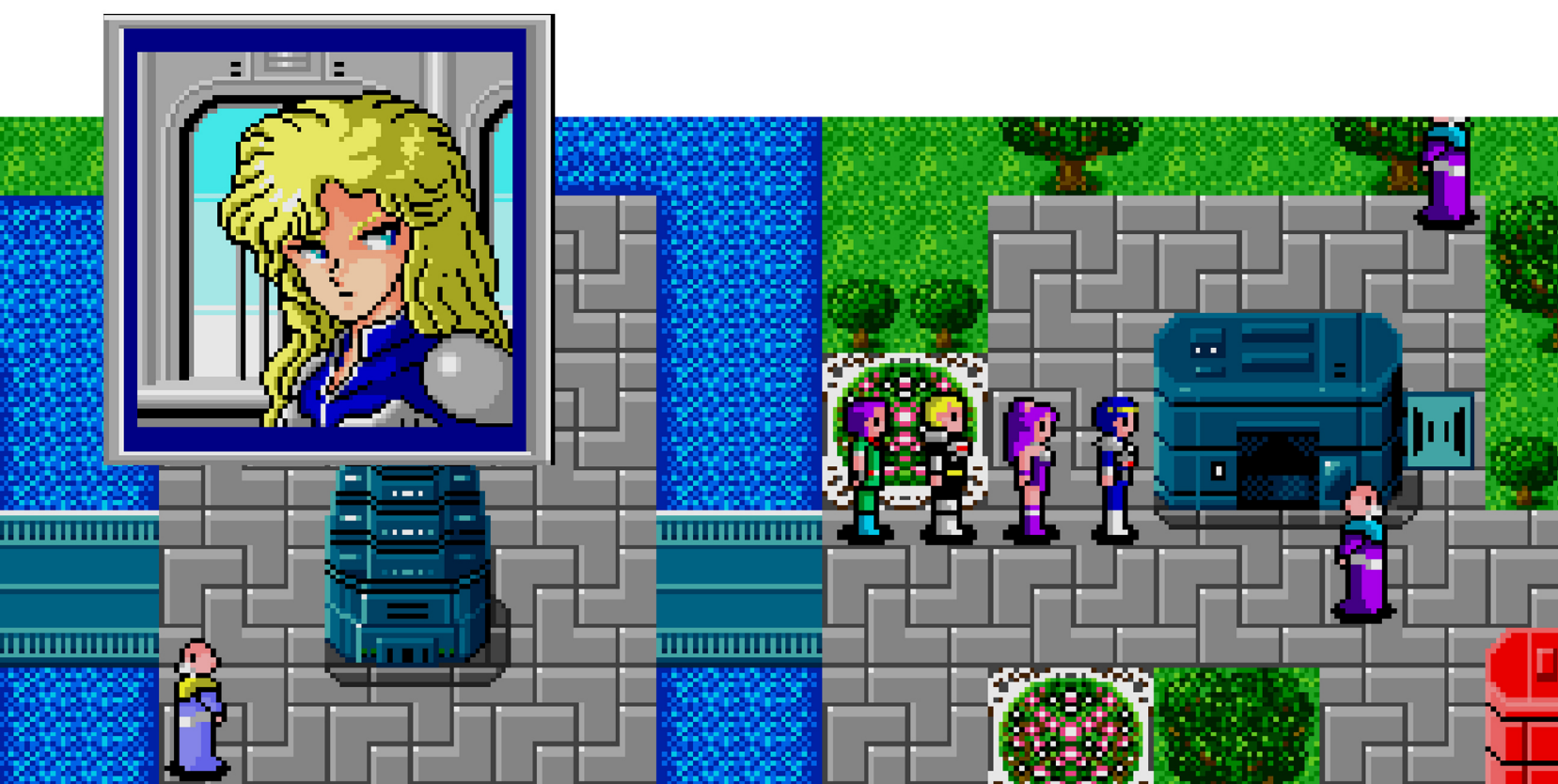
Over the previous few years an alarming amount of energy has been poured into the Bio-Systems Lab, causing the experiments within to evolve rapidly. Compounding the problem is that the excess energy appears to have been taken from the systems that controlled the temperature and rainfall, resulting in hotter weather and drier conditions. Rolf is then given the key tube, which will open the pathway south, as well as a new mission. Investigate Climatrol and figure out how to correct the problem.

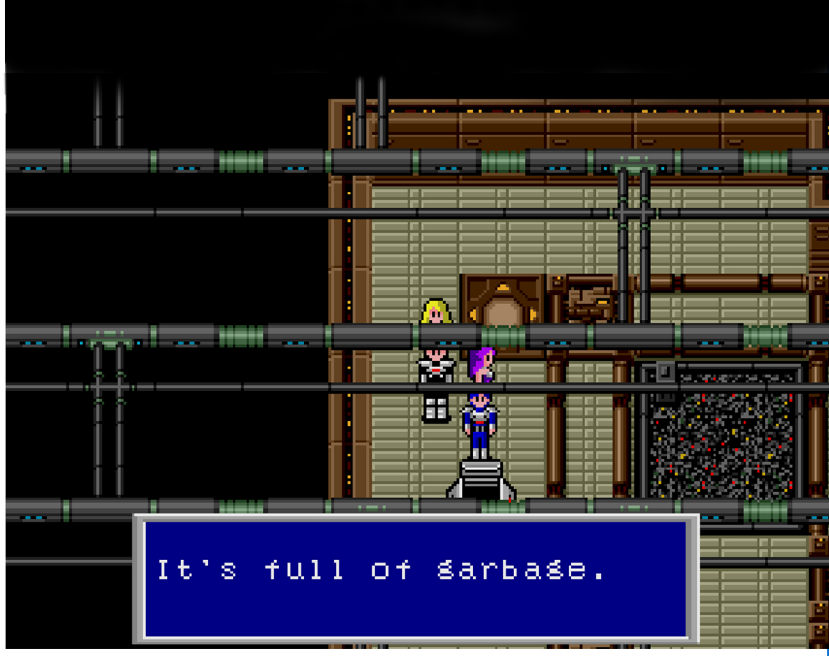


As you see, the energy which was to be used by Climatrol to control temperature and rainfall

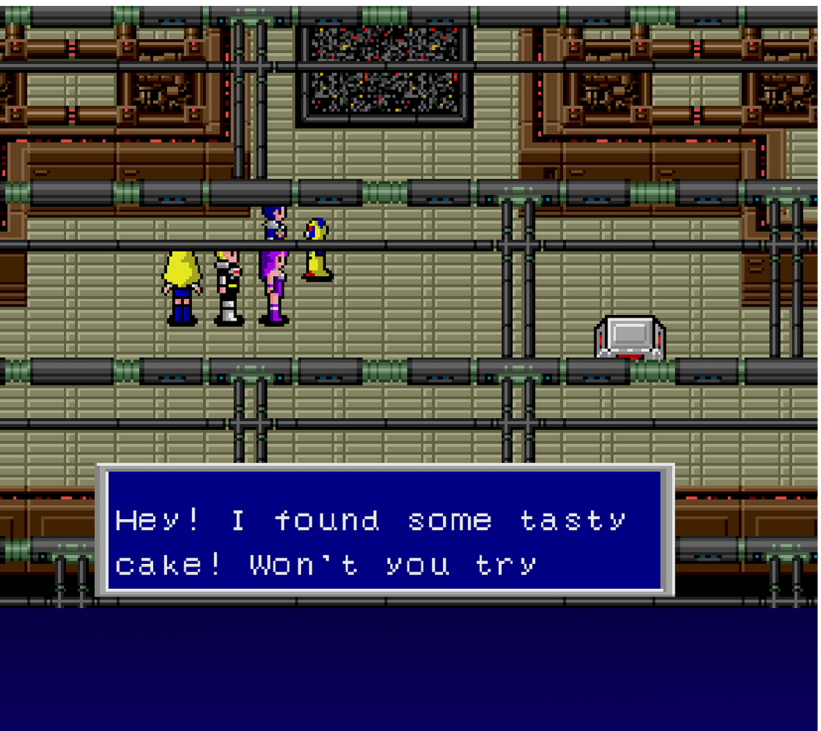
Before leaving town the party is approached by Hugh the Biologist. He learned of their quest upon the retrieval of the data recorder and wishes to join. While he doesn't look like much, some of his techniques are the strongest in the game.

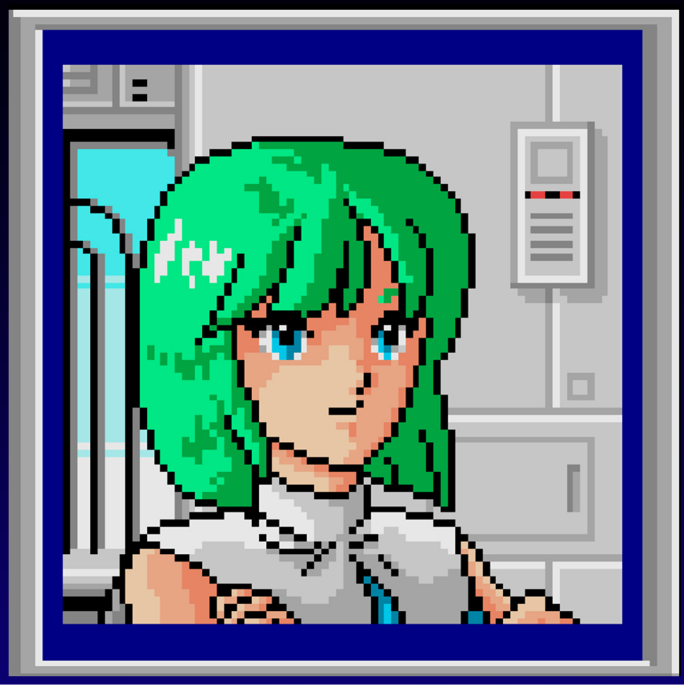
After opening the gate to the south, the next stop is Zema, which is just to the east of the passageway. Visiting this town brings a new member to the group, Anna the Guardian. She has the potential to be a valuable member of the team with her ability to use the slasher class of weapons, which can hit an entire line of enemies. After reconfiguring his companions, Rolf heads far to the south to Roron in search of new transportation.





Roron is the dumping ground for the entire planet's garbage, but surprisingly enough there are valuables to be found amongst the trash. One of the friendly residents will happily offer Rolf cake, which the party should probably avoid if they value their health. This is also the first dungeon that introduces multiple entry points, making this excursion an exercise in frustration to anyone going into this blind. Once Rolf find the correct entrance and navigates this rather straightforward dudgeon, he and the party is rewarded with a shiny new jet scooter.

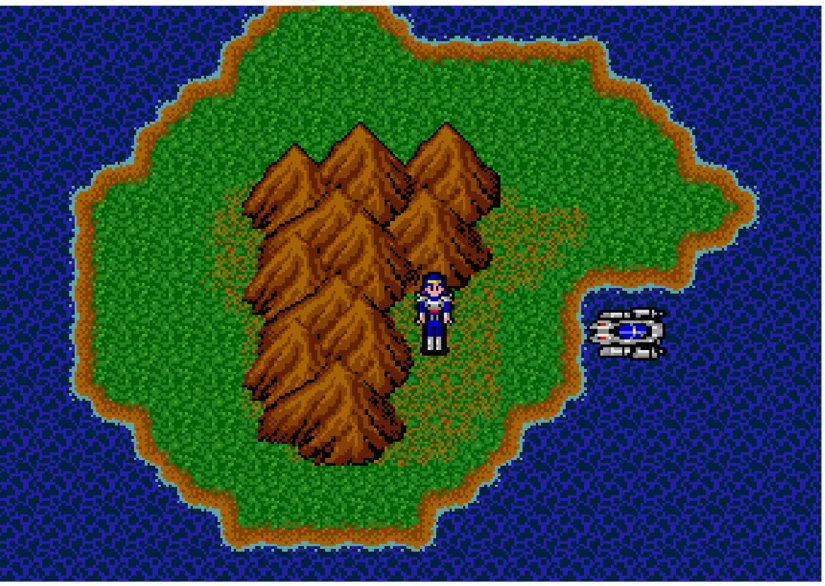




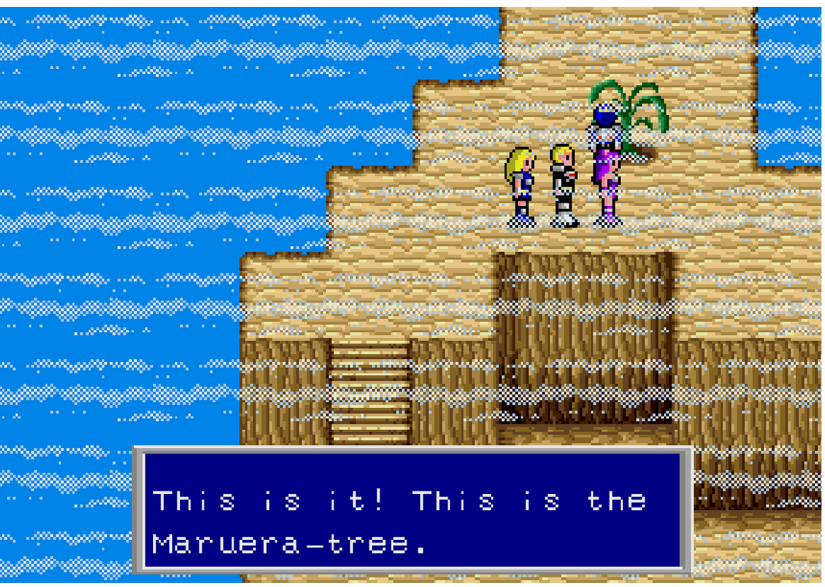
With a newfound way to travel it's time to visit the final two towns on the planet. Piata is located on the southeast quadrant of Mota, and is only accessible via the jet scooter. Kueri is in the southwest quadrant, and while it can be visited via land, arriving by sea is a lot easier. After paying each town a visit the remainder of the potential party members show up on Rolf's doorstep.

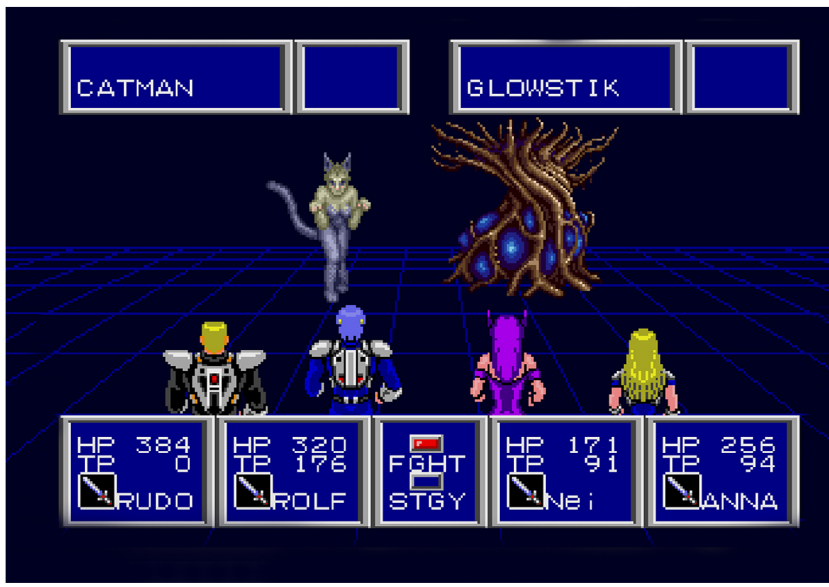
Kain the Wrecker comes from Kueri and has a brief window of usefulness, with the majority of his techniques centered around destroying and disabling robots. Shir the Thief is from Piata and is simultaneously the most and least valuable member of Rolf's party. She possesses the ability to steal items from shops, which is the only way a stockpile of Star Mist (heals the whole party) and Moon Dew (revives the dead) can be obtained. Taking her to the storage room at the Central Tower will allow Shir to steal the single most important item for the journey, the Visiphone, which grants Rolf the ability to save anywhere. Unfortunately outside of those limited, yet vital, uses for her, there isn't any reason to have her in the party since she is terrible in combat.

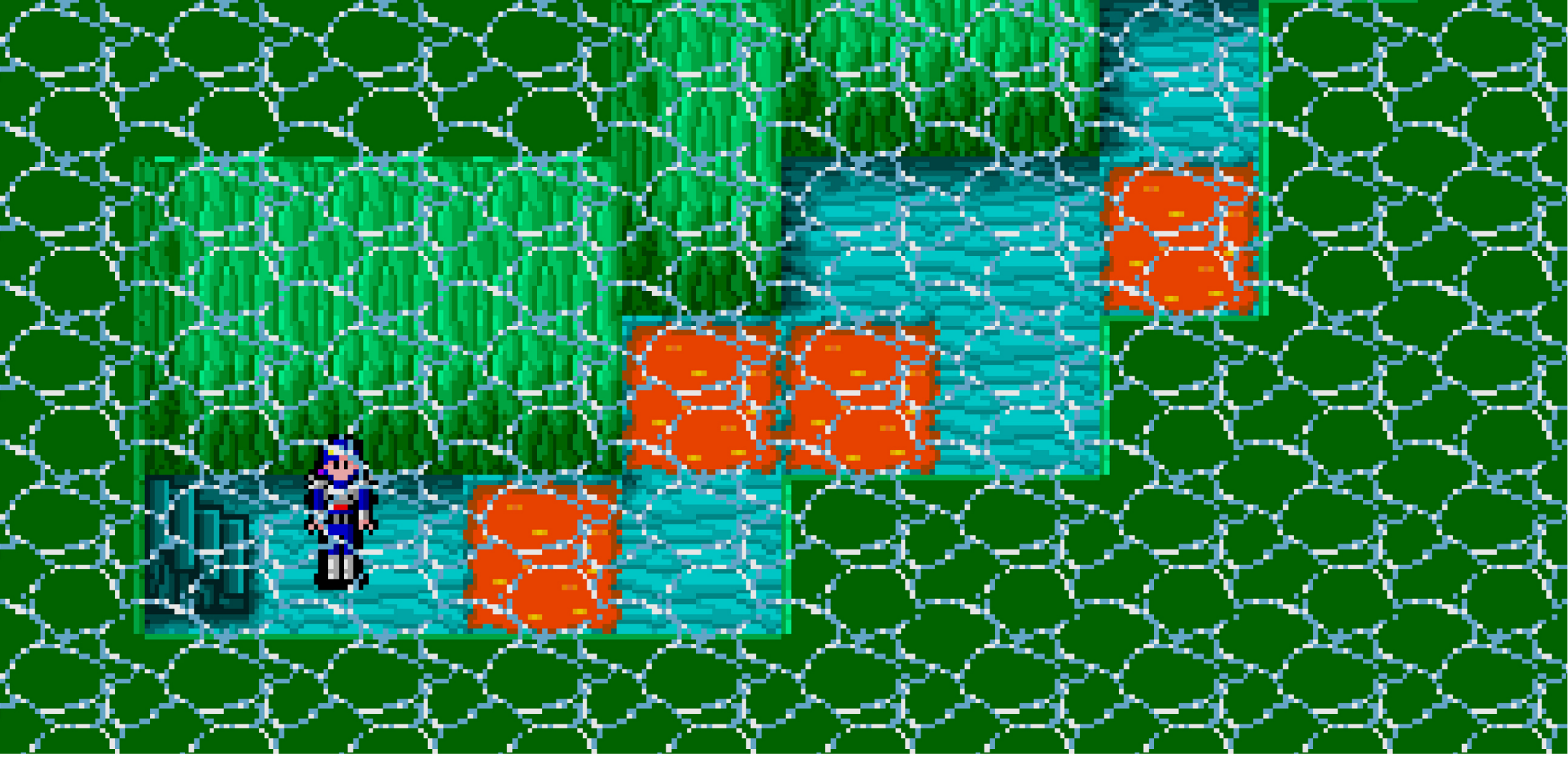
After Rolf makes some difficult decisions about who to bring along, it's time to explore Kueri Town and gather information. In the southern part of the city resides a professor that is working on a new type of gum that will allow the chewer to breath underwater. He is only missing a single ingredient, the Maruera Leaf, which he asks the group to retrieve from Uzo Island with the promise of sharing the gum he creates with it. Given that Climatrol is underwater, The group is left with little choice.



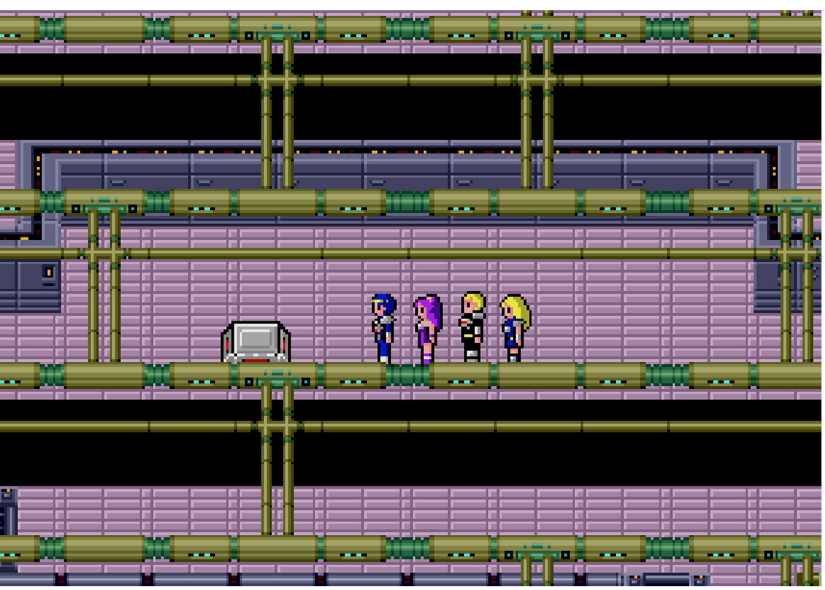
Uzo Island is located due east of Kueri, making it easy to find. Thanks to its size, numerous passageways, and incredibly strong monsters, finding the island will be the easiest thing about this particular quest. To compound the situation, there are six fake Maruera Leaf plants scattered along the northern portion of the island. It is not a bad idea to have Rolf carry an Escapipe or two so that when the party comes across a useless plant, they can easily warp back to the entrance to begin the search anew. With a little bit of luck, or a map to cross off where the prize isn't located, the Maruera Leaf will make its way into Rolf's hands and safely back to the

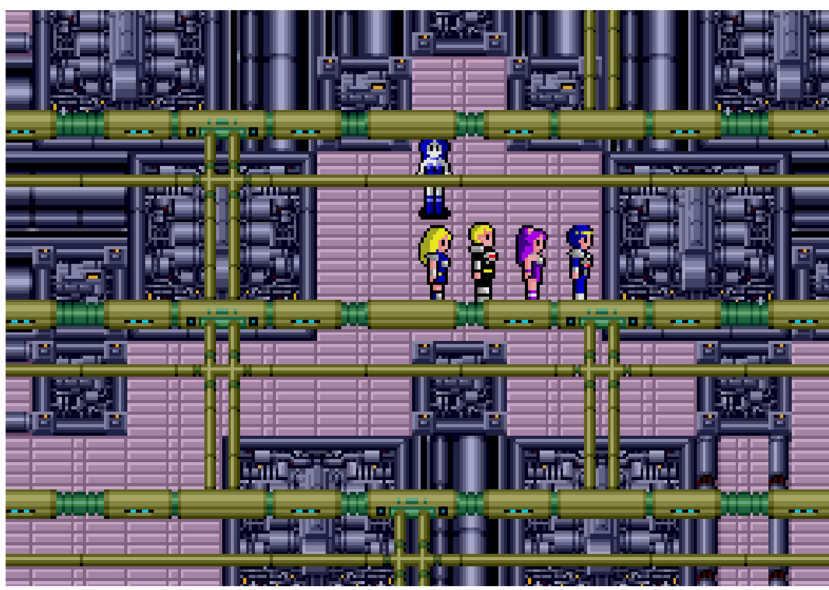






With the ability to breath underwater obtained, Rolf leads his band of adventurers south of Uzo Island and into Climatrol. Whoever constructed this climate control center apparently didn't have ease of access in mind, as it has nine floors to explore. To put the complexity in perspective, there are twenty-six staircases on the next to last floor, with nine possible entry points to the final level. Only one of which will lead the warriors to their destination. When Rolf successfully leads his group to the center of floor nine, they are greeted with a terrible surprise.





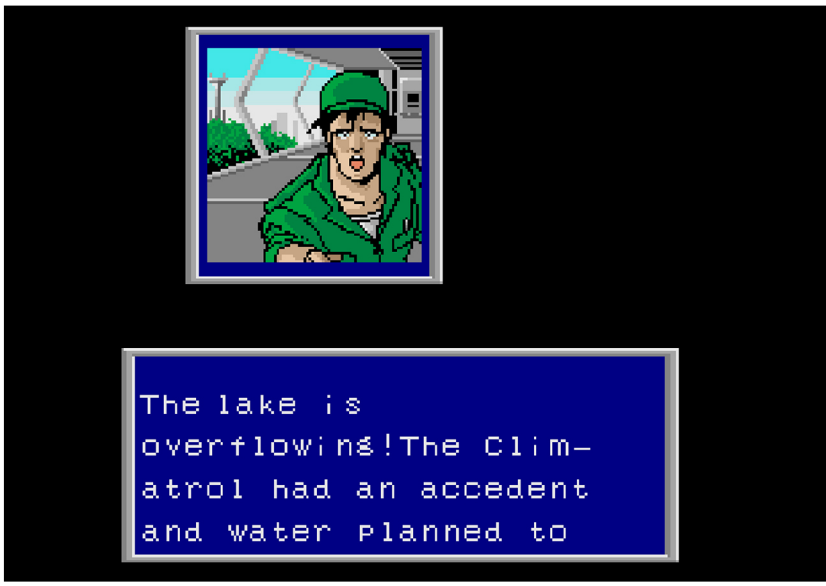
A young woman who looks like Nei stands in the center of the room. This is Neifirst, a human animal hybrid that was created in the Bio-System Lab when the power surge occurred. Due to the scientists in the lab attempting to destroy her, she stole the research and used it to unleash hordes of bio-monsters upon the world. Niefirst also reveals that Nei was born as a result of the accident. The fact that Nei chose to live amongst the humans rather than seek vengeance against them enrages Neifirst. Not wanting this abomination to continue to live, Nei single handedly confronts her violent family member. It does not go well.

Rolf and the rest of the party watches helplessly as Neifirst destroys their friend, leaving the survivors to take on the ruler of Climatrol. After their toughest battle up until this point, Rolf emerges victorious. Unfortunately Neifirst was the only thing regulating the power systems within Climatrol, and with her gone a chain reaction is set off destroying the plant.

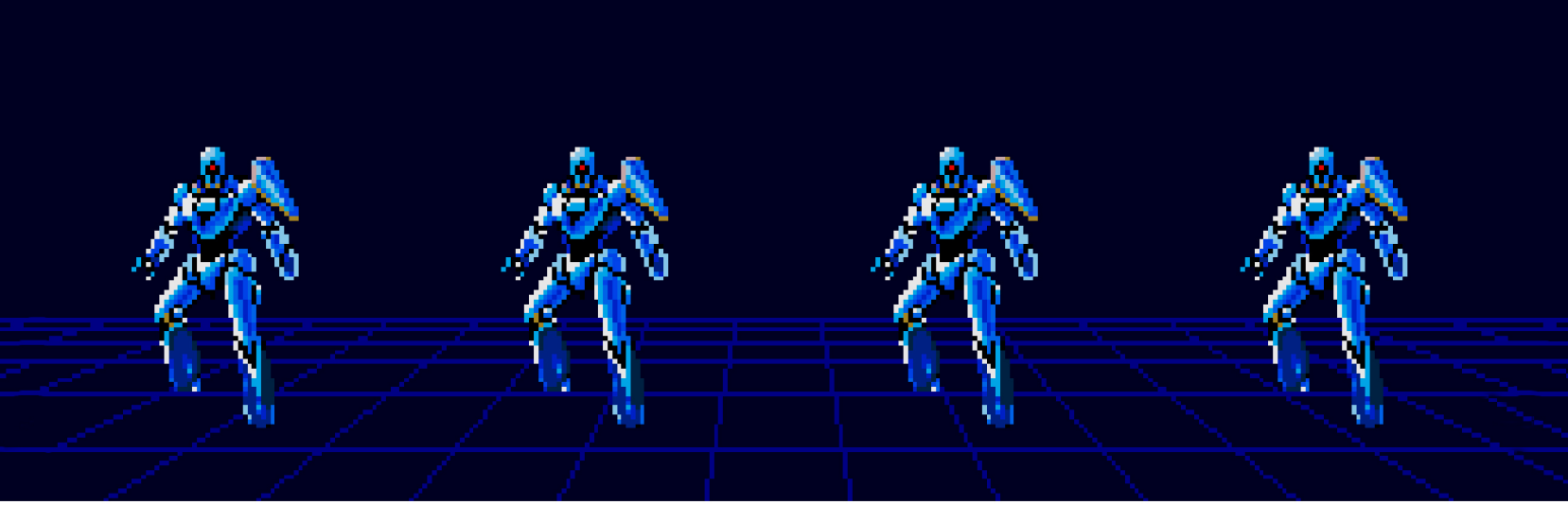
The party takes Nei's lifeless body to the clone lab in an attempt to bring her back. Unfortunately by destroying Neifirst it has also permanently damaged Nei's DNA, making it impossible for her to be brought back. While Rolf and the others are mourning the loss of their friend, their troubles are about to get a whole lot worse.

PHASE 3

Control Tower thru Dams



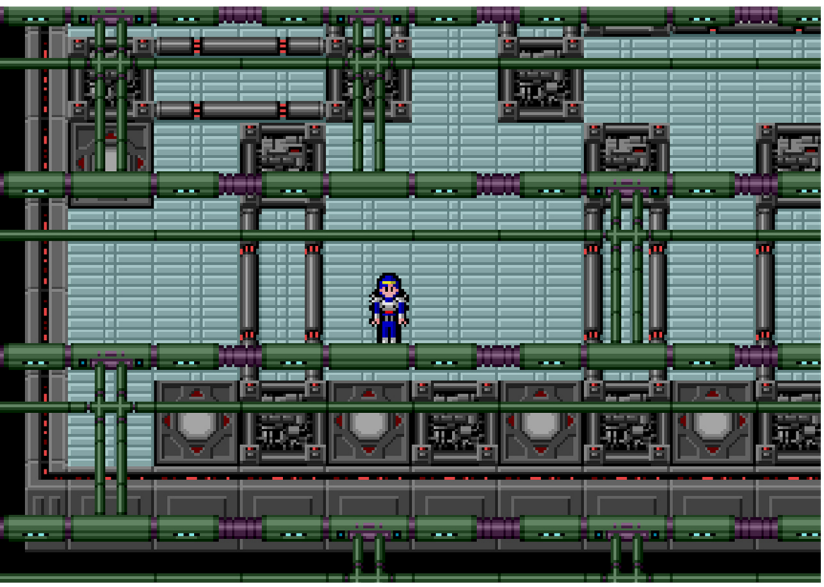
The party doesn't have time to grieve for their fallen comrade as a new crisis has befallen Mota. A panicked soldier greets the group at the entrance of the Central Tower, informing them that the explosion at Climatrol has caused the central lake to flood. The water threatens to consume the entire mainland in water and killing every living thing. The only way to save the planet from destruction is to unlock the four dams and give the water a place to go.

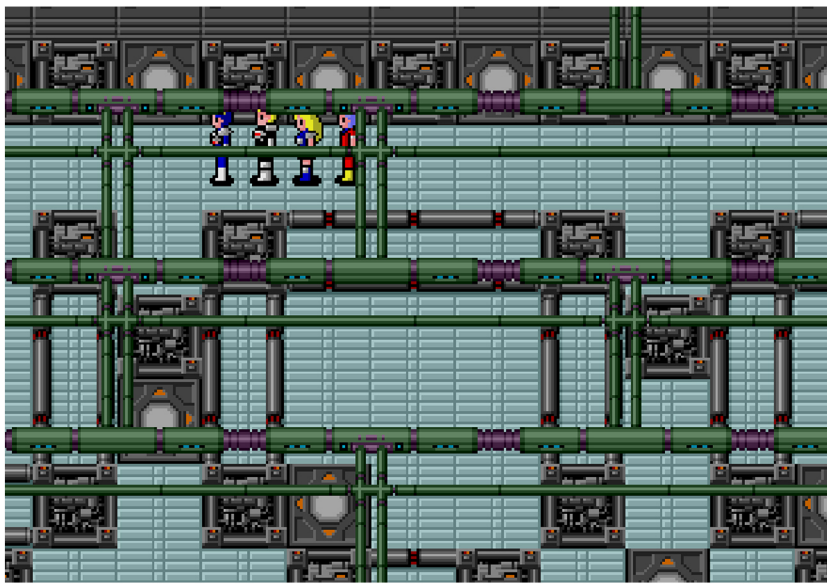


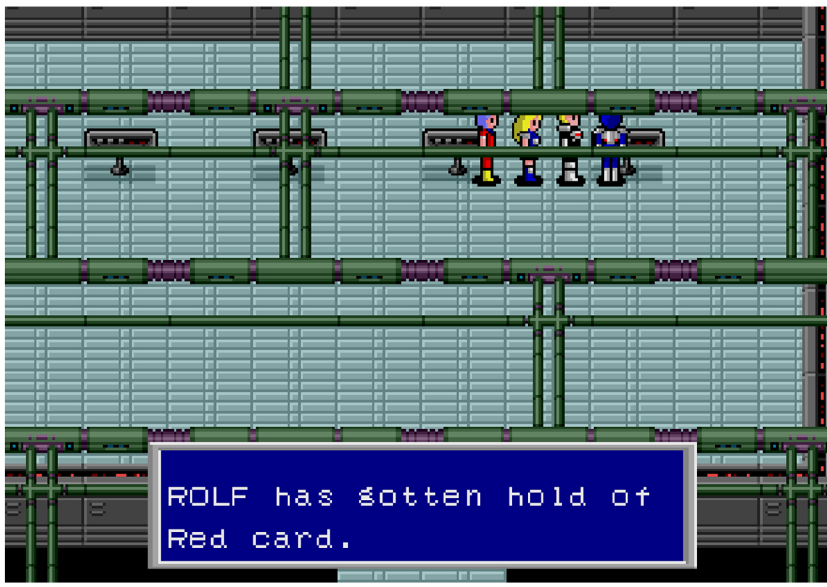
Rolf volunteers his service, but is informed that he and the rest of his fellow travelers have been deemed criminals by the planet Palm for their transgressions against the Mother Brain. As a result, the planet has been overrun with killer robots, all of whom are searching for the fugitives. Rather than hide away, Rolf decides he would rather go down fighting and insists he be allowed to undertake this vital mission. The governor doesn't see any point in arguing, so he allows it.

The robots pose a new and dangerous threat to Rolf and his companions, but before they can face off on the field of battle, a new member must join to fill the void left by Nei. Kain is the obvious choice with his ability to devastate robots with his techniques, but anyone who can dish out high damage will suffice. While the robots are immune to bio-monster specific attacks (such as those that Hugh can wield), they take damage like anything else.

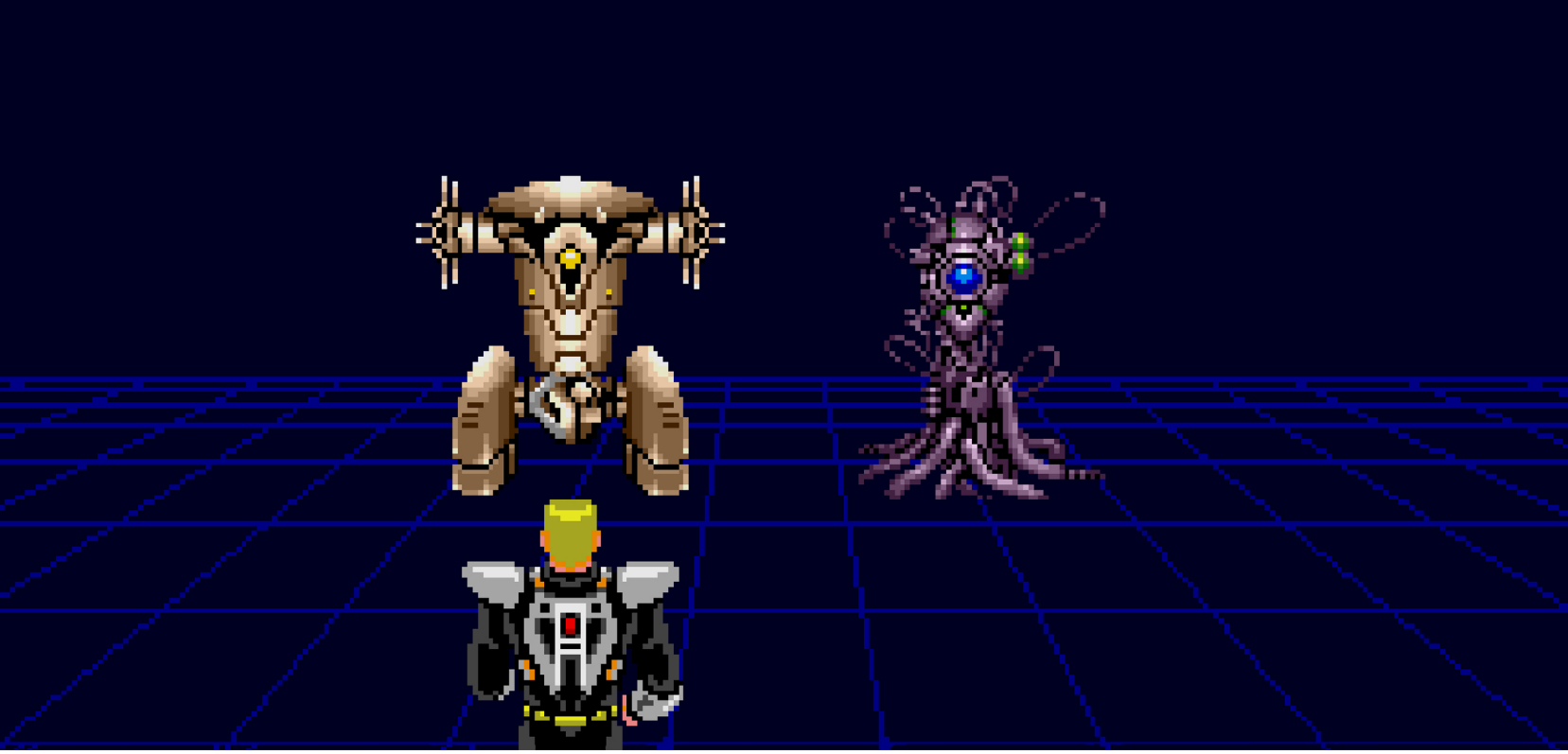
Before the dams can be unlocked, the color coded cards must be retrieved from the Control Tower located in Piata. On the way Rolf and company need to take a brief detour to Oputa and visit the music teacher Ustvestia. For a nominal fee, anyone in the party can learn the technique Musik, which is necessary for the mission at hand. Ustvestia is also a talented musician that can play the party any song they desire. Once that has been learned it's off to the western portion of Piata.



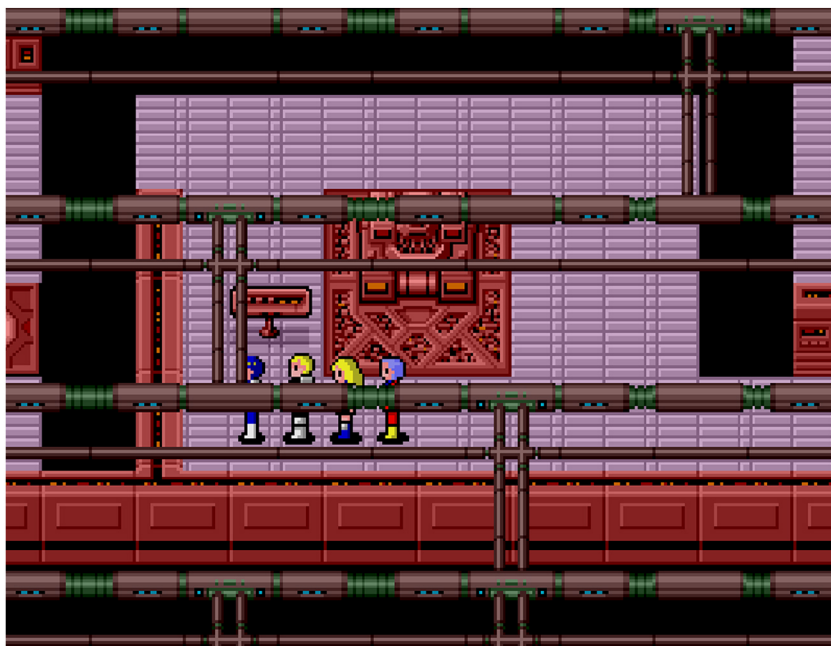




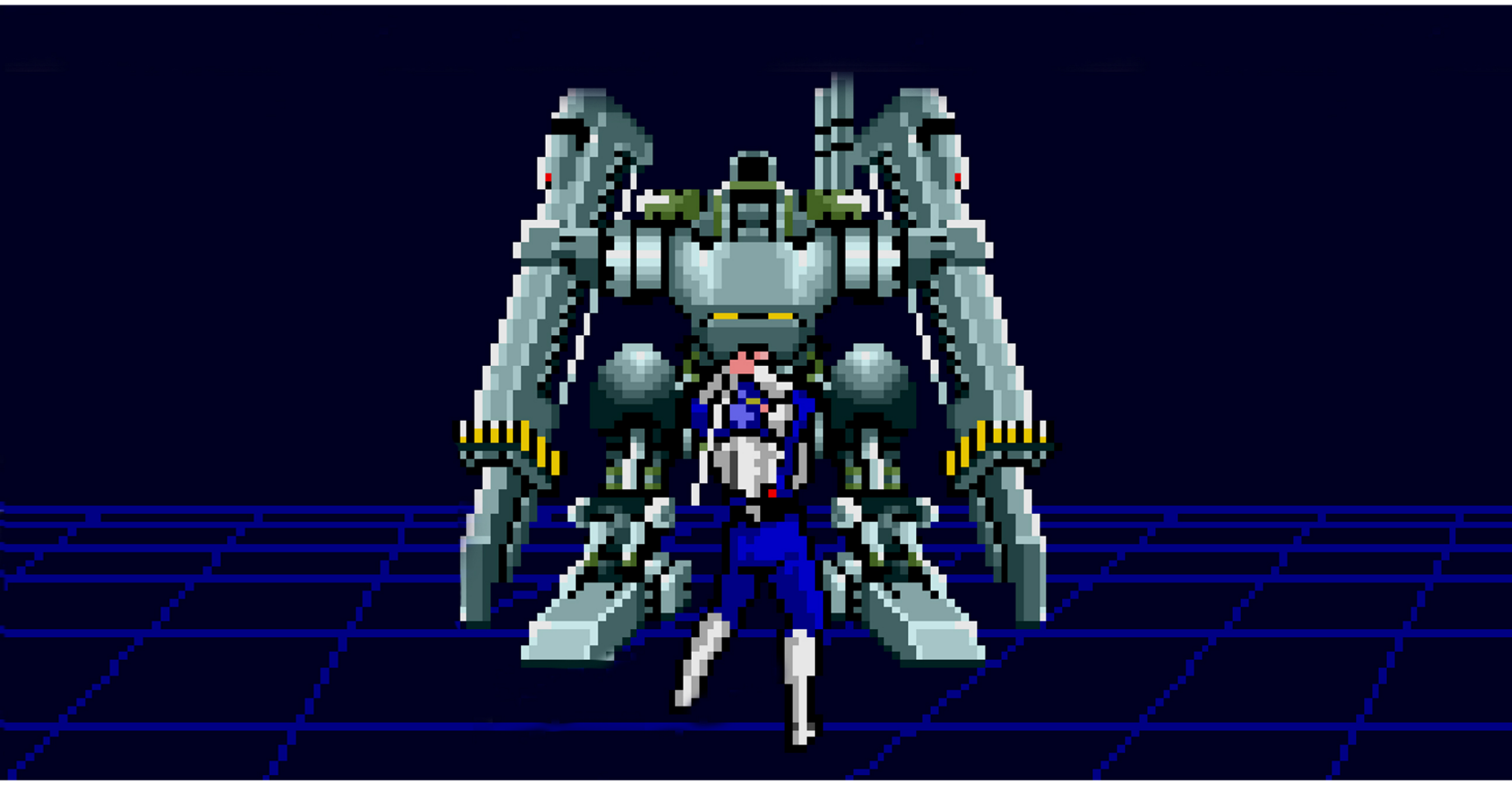
It's at this point in the quest where the dungeon design ramps up the difficulty to heights never seen before. The Control Tower is only two levels, but there are over sixty staircases connecting them, with only a single pathway that will lead Rolf to where he needs to go. Even with a map it can be a maddening experience to attempt to figure out where to go next. Once the party reaches the opening on the second floor they find a piano with some sheet music. If they make the mistake of playing a tune from the sheet music provided to them, a trap door opens and ejects the group from the dungeon. Casting Musik will unlock the door just to the north, allowing Rolf to collect the four cards.

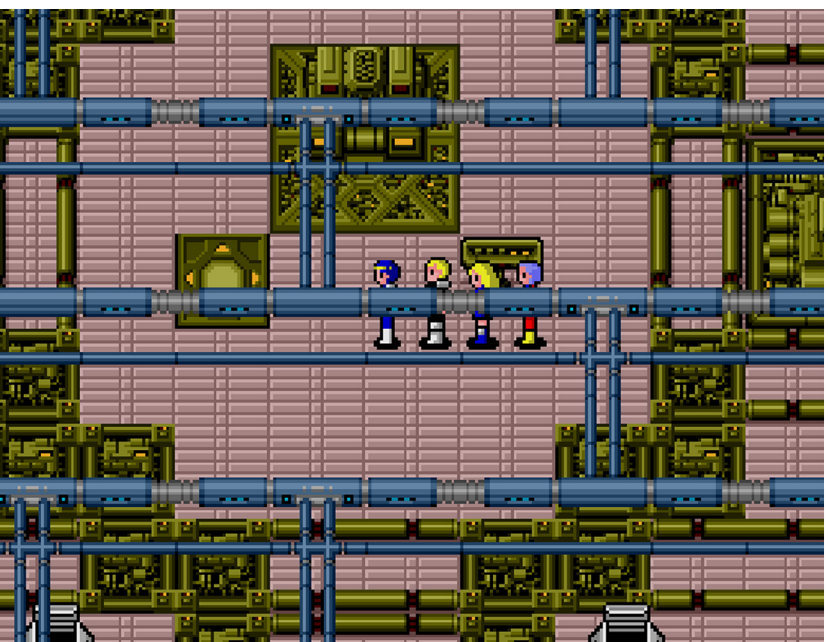


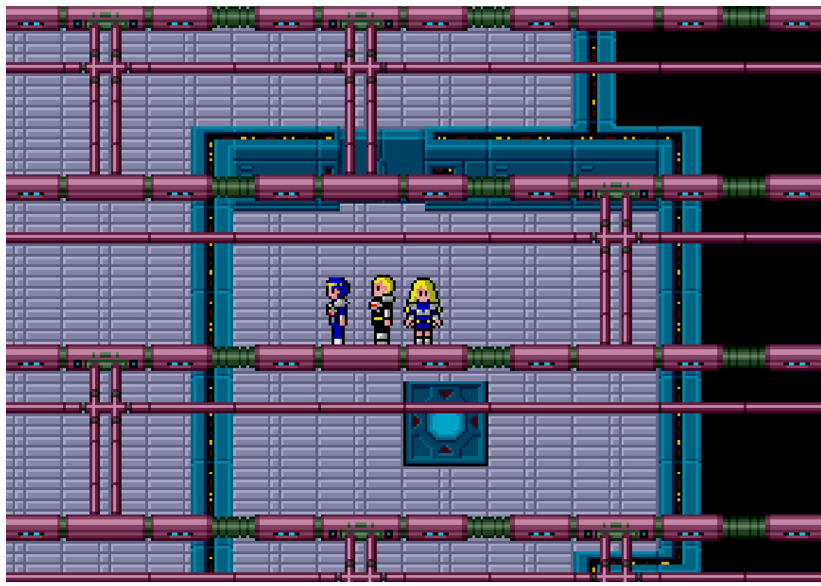
The dams can be tackled in any order, however the Red Dam is by far the easiest of the quartet. Located on the southern portion of the lake, it can be reached by driving the jet scooter up the large waterway. The dungeon is a mere three levels and only has a handful of pathways and staircases, so even without a map it won't take long for the party to find their way through. There is a unique weapon known as the Sword of Ang, which gives Rolf a massive boost to his attack, so it's worthwhile to explore until it has been located. Upon reaching the console on the second floor, Rolf can insert the card and send water cascading through the waterways.



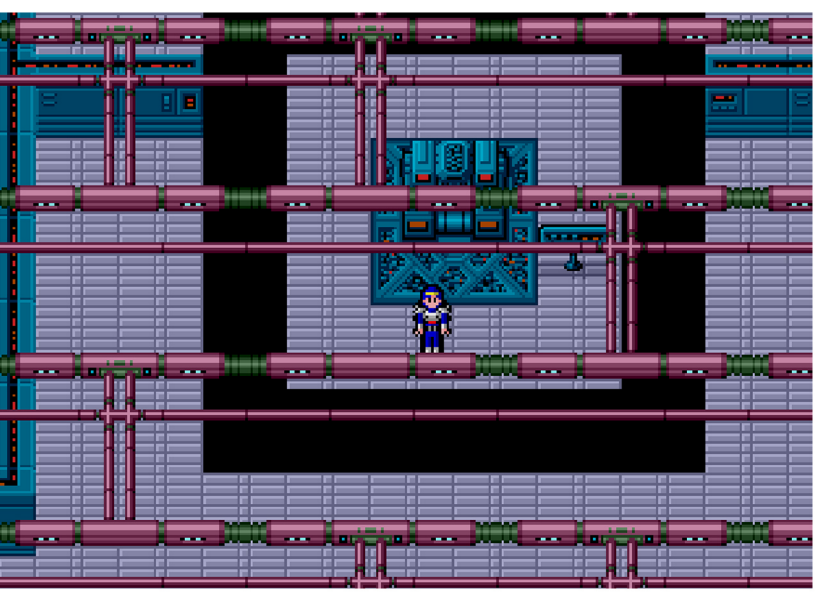
Up next for Rolf is the Yellow Dam, located on the western side of the continent. There is an additional floor to this dungeon, as well as a significant amount of real estate, making the journey through here a lot more challenging. The fourth level in particular is unique, as there are three tightly wound corkscrew hallways that require a lot of steps to traverse, leading to numerous encounters with powerful enemies like Cooley 61, a converted mining robot sent to destroy Rolf and the others. Once the party is able to locate the proper hallway, it leads to the console and the release of more water.

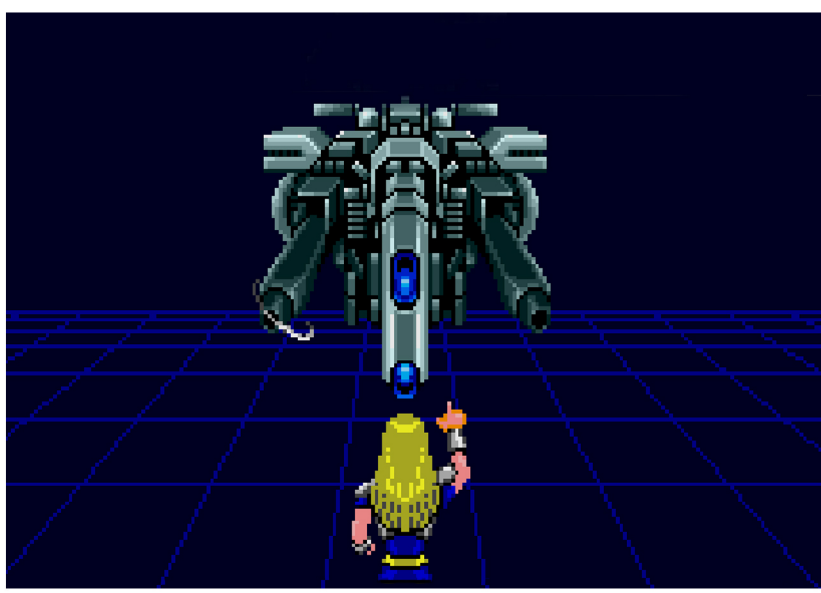


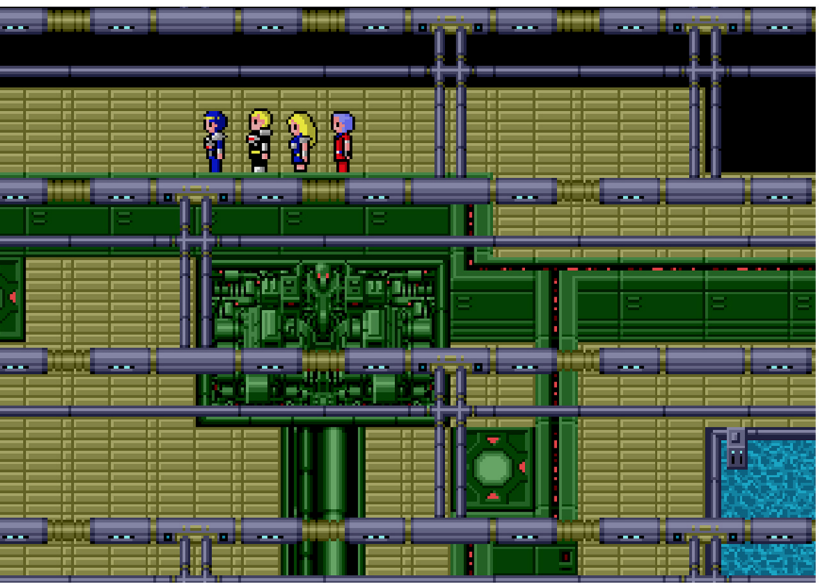




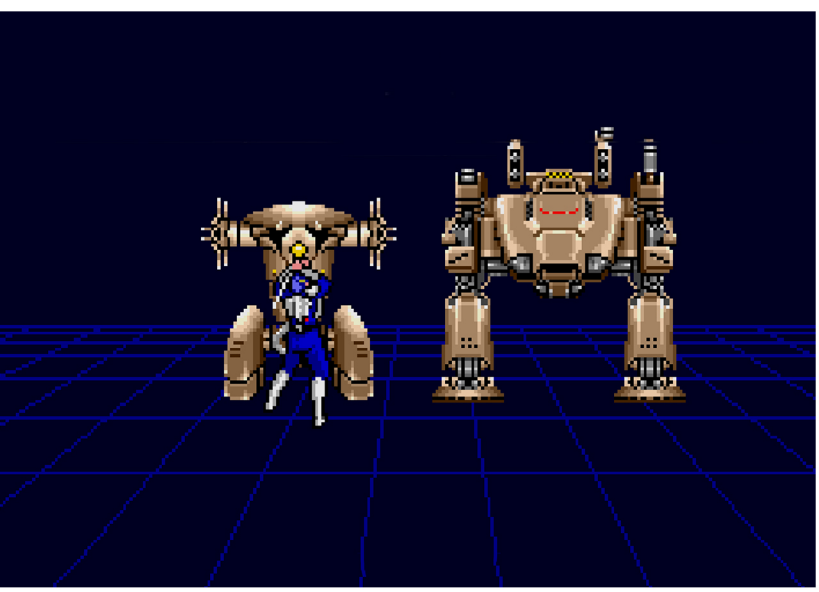
The Blue Dam, located to the east of the lake, is a challenging vertical ascent. Upon entering there are only two options to move upwards, but this lack of choice is deceiving as the options multiply the higher the party climbs. In addition to trying to find the right staircase to climb, Rolf will have to take several leaps of faith into pits in order to continue along the correct path. Choose incorrectly and the use of an Escapipe will be in order as it is time to restart the dungeon. When Rolf and the party finds the correct hole to jump into, their reward will be the console and the release of more water.

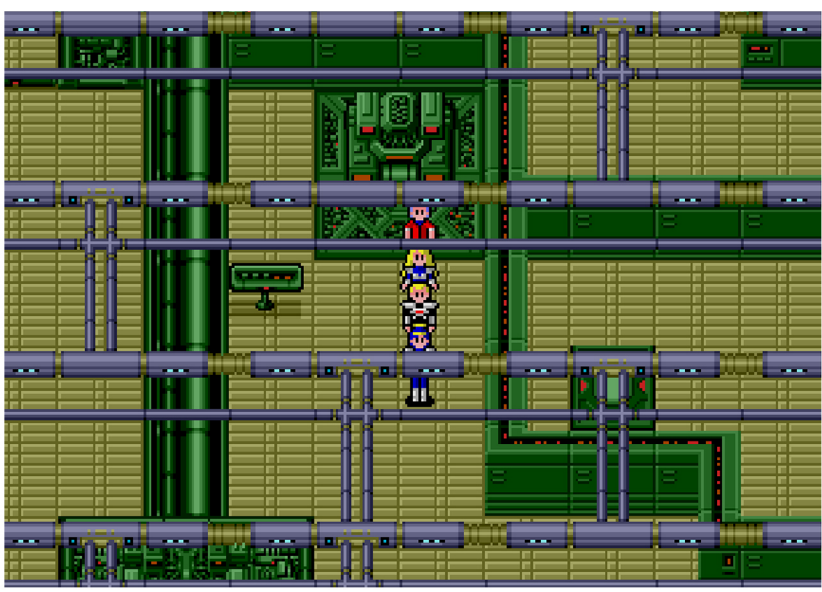


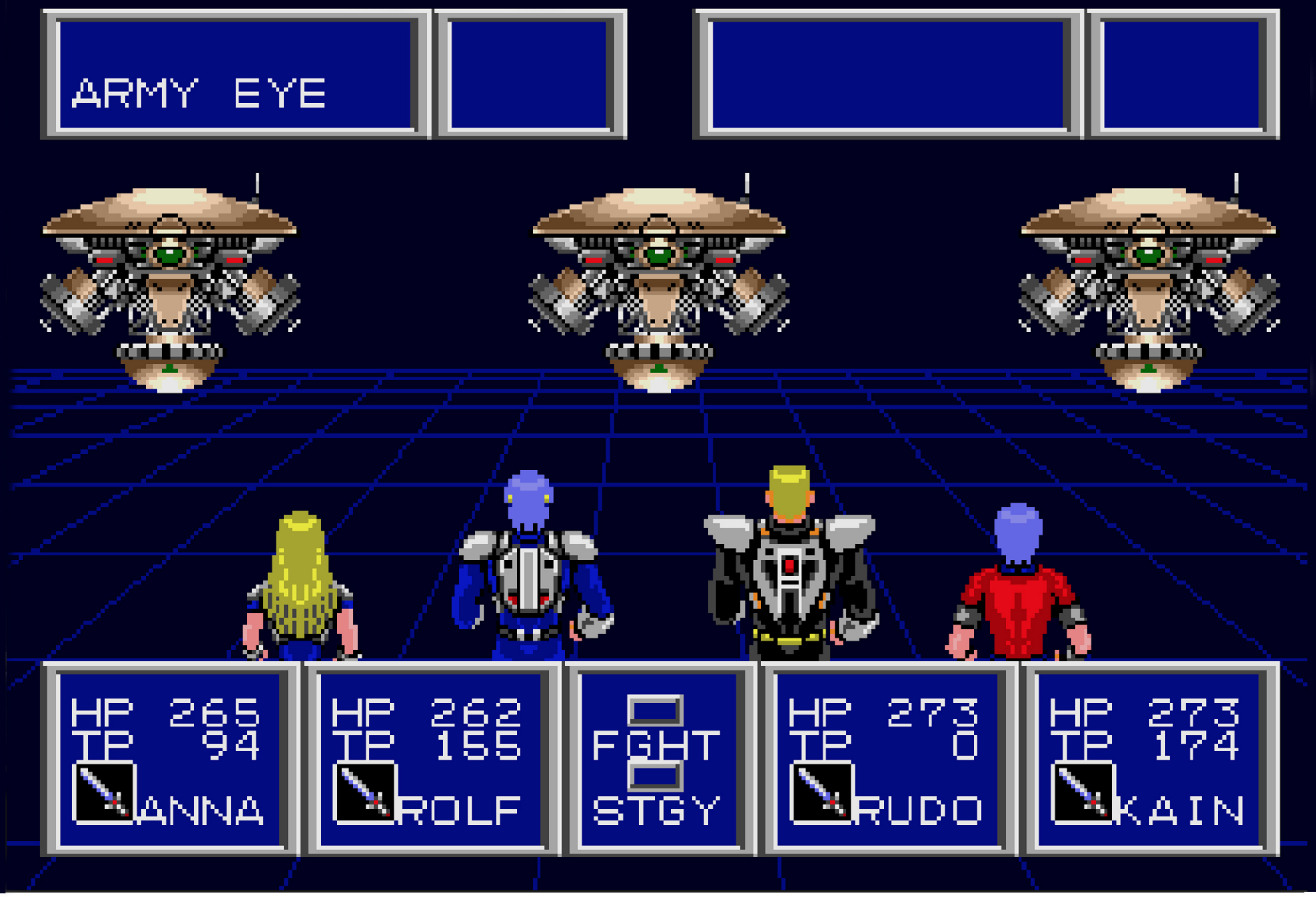




The Green Dam is located in the north, and is the final destination on their current mission. Upon entering it is very easy to become overwhelmed by the sheer size of the place. Even though there are only two floors, they stretch on and on, with numerous pathways leading between them. Much like Roron, Rolf must think outside of the box in order to make it though, as he must walk along the outer edge of the dam in certain spots. Once the control panel has been found and the waterways opened up, the party receives an unwelcome surprise.





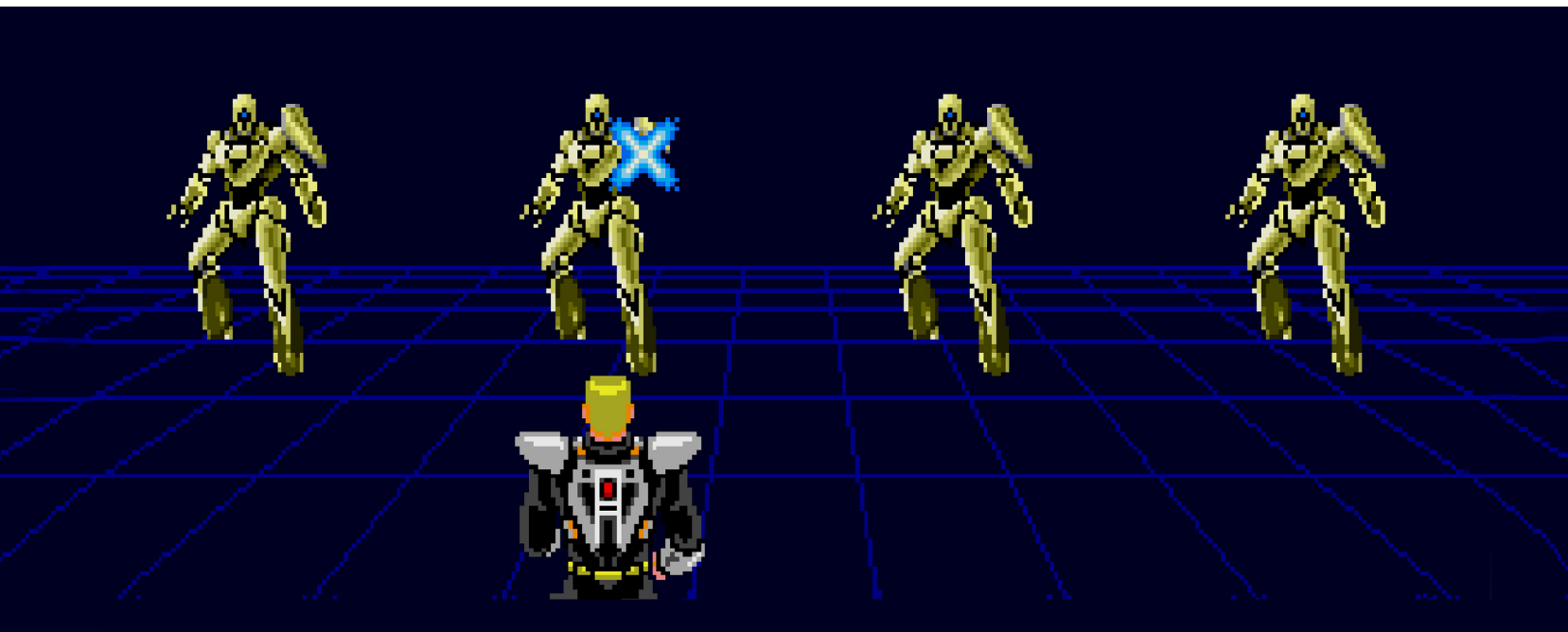


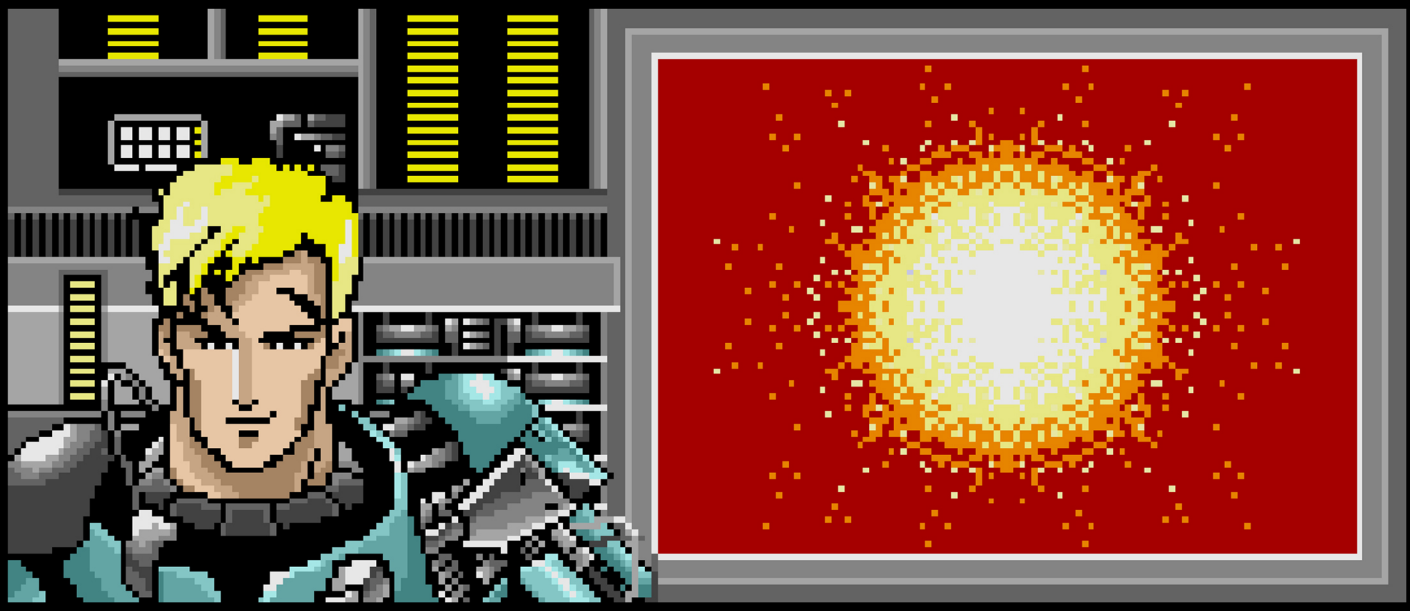
Army Eyes are the ultimate robot weapons. Not only are they powerful, but they are indestructible, leaving Rolf and company in a dire situation. Rather than immediately destroying the group, the Army Eyes toy with them for a while before shooting plasma rings at them, putting the fugitives into bondage for safe transport.

PHASE 4

Gaira Space Prison thru Guaron

Rolf and his comrades awaken to find themselves trapped on the Gaira Space Prison Satellite that is flying through the solar system. They have been stripped of their weapons and their technique points, leaving them completely defenseless against the robot guards. To further complicate matters, a powerful explosion resonates through the ship, sending the satellite hurling through the cosmos. When the party reaches the control panel they are horrified to learn that they are on a collision course with the planet Palm.





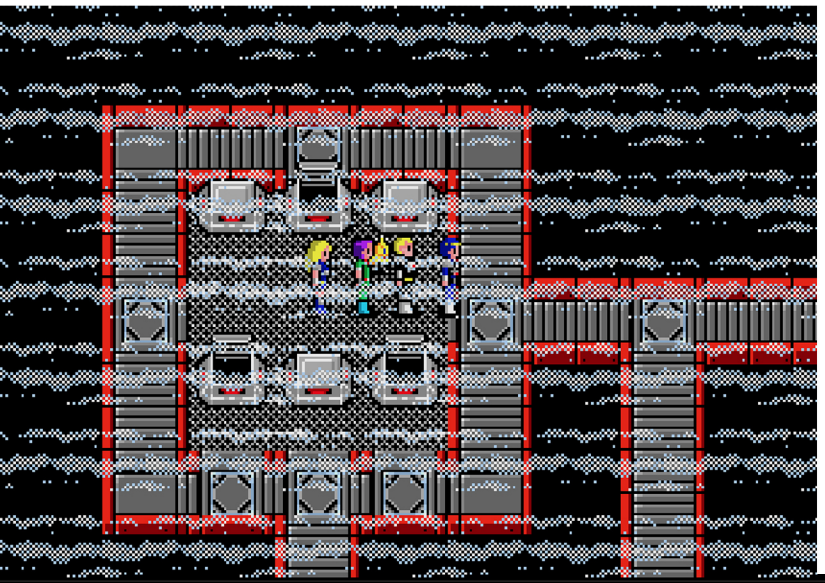
Fortunately a space pirate named Tyler was attempting to loot valuables from the prison and he was nice enough to rescue everyone from certain death. As he is not a fan of the Mother Brain and living under computer rule, Tyler is more than happy to help. From the control panel everyone watches helplessly as the prison slams into Palm and destroys it, along with all its inhabitants. The friendly prirate provides Rolf with some intel about a man on Dezo that is also against the Mother Brain before dropping the party off in Paseo.

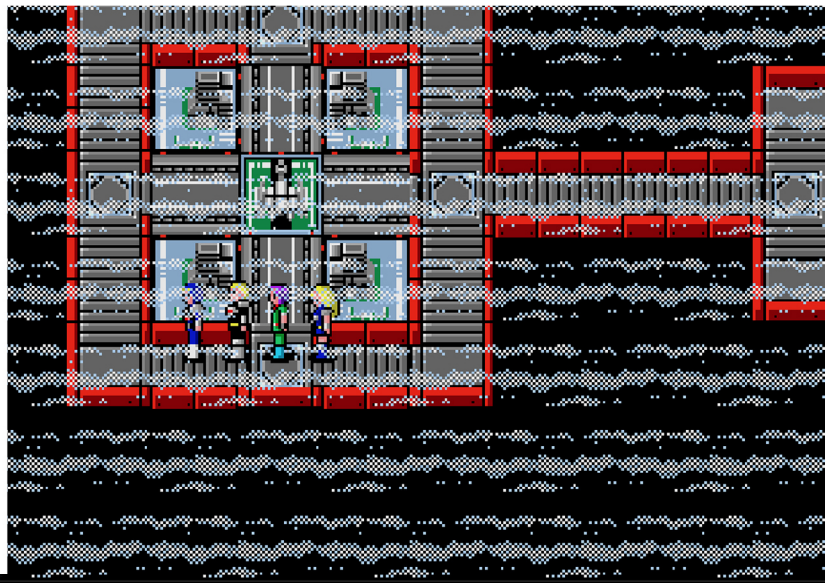
The Governor greets the newly freed party upon their return to the city, expressing relief that they were able to escape certain death. When he learns of Rolf's desire to travel to Dezo, the Governor hands over the keys to the last remaining spaceship on the planet and wishes him luck.

Welcome back. I was worried sick about you. What? You are going to Dezo without a rest?

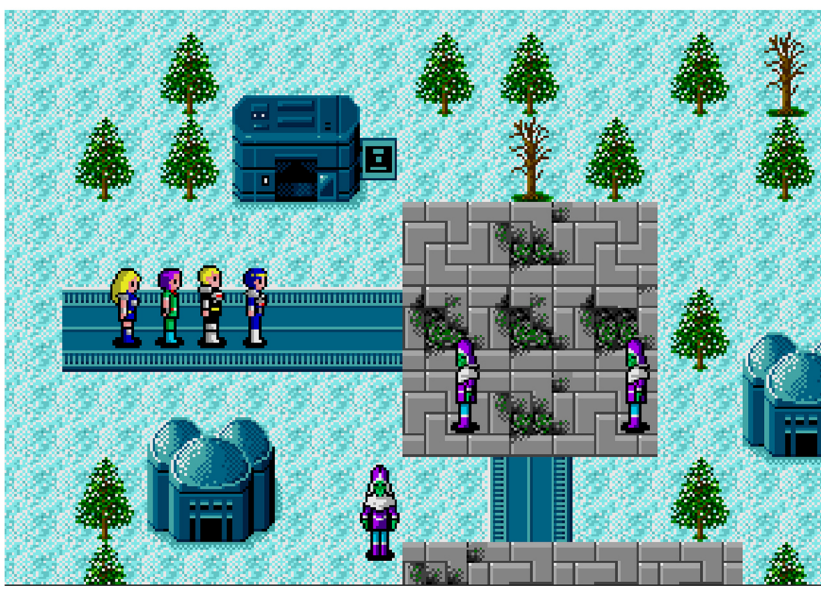
This is Motabia's only remaining spaceship.

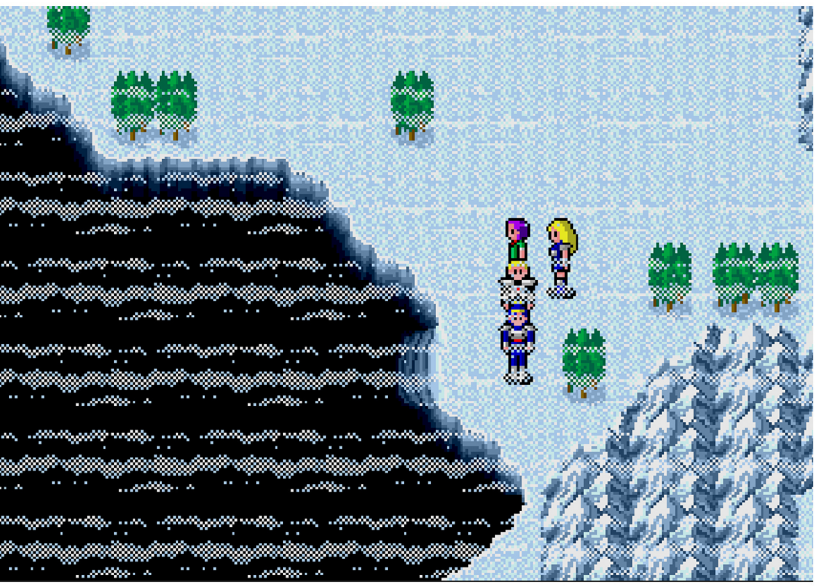
Rather than landing in the safety and security of a town, the auto piloted spaceship lands in the Skure Space Port, which just happens to be overrun with monsters and robots. The space port makes up the center of the planet and is the hub that connects the four corners of the mainland. As a result there are numerous pathways to be explored, as well as a large number of Meseta filled containers. There is also a single item called the Mogic Cap, which must be found before Rolf can worry about finding a town.

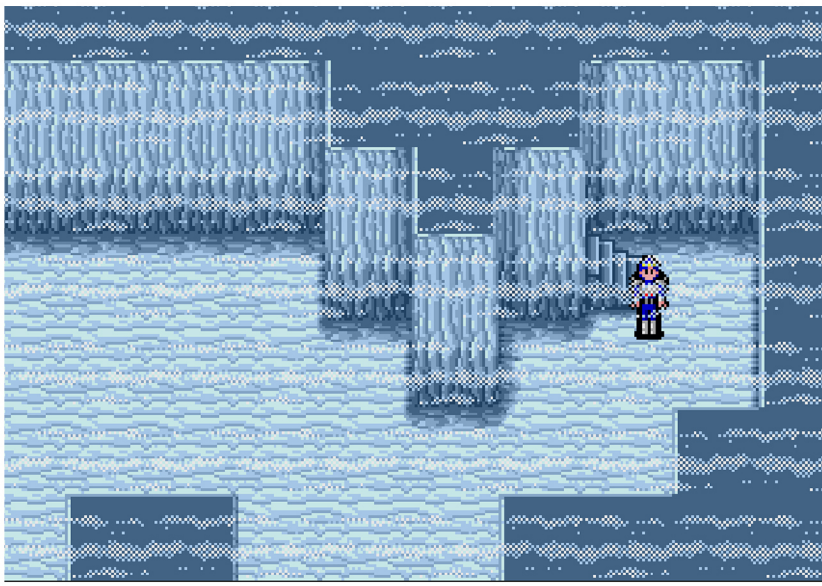




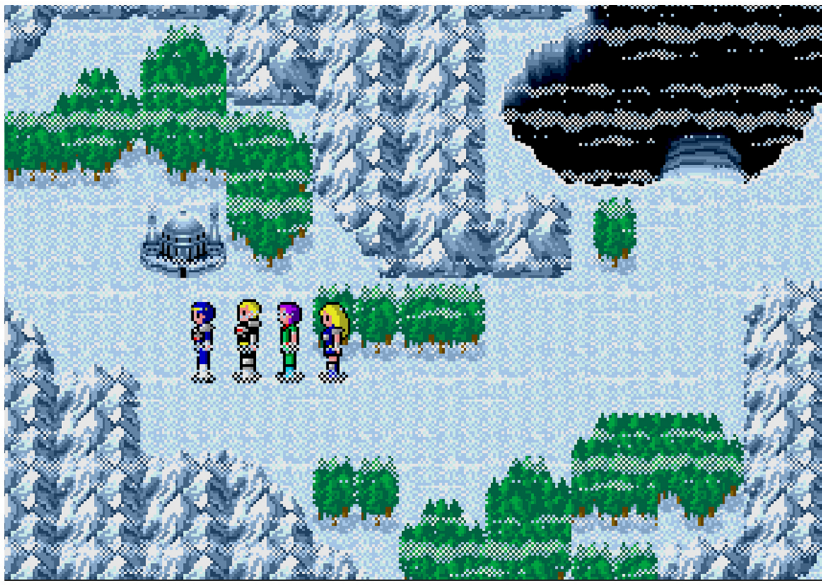
The first destination upon exiting Skure is Aukba, which is located in the northernmost point of the continent. Upon arriving there Rolf can wear the Mogic Cap and understand the Dezo citizens and shopkeepers. After picking up any necessary items and speaking with the locals, the party learns of a mystical man who lives in a mansion on the other side of the Crevice. Believing this to be the man Tyler spoke of, the party sets off in search of him.

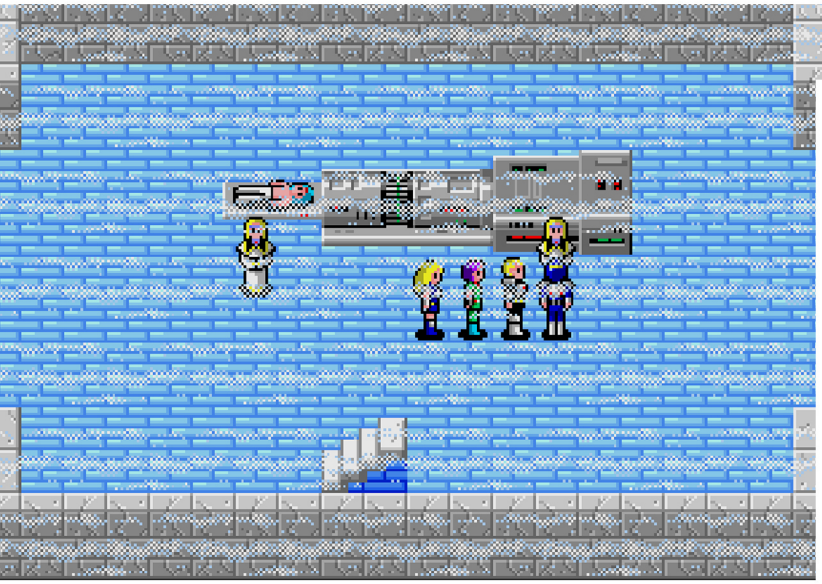




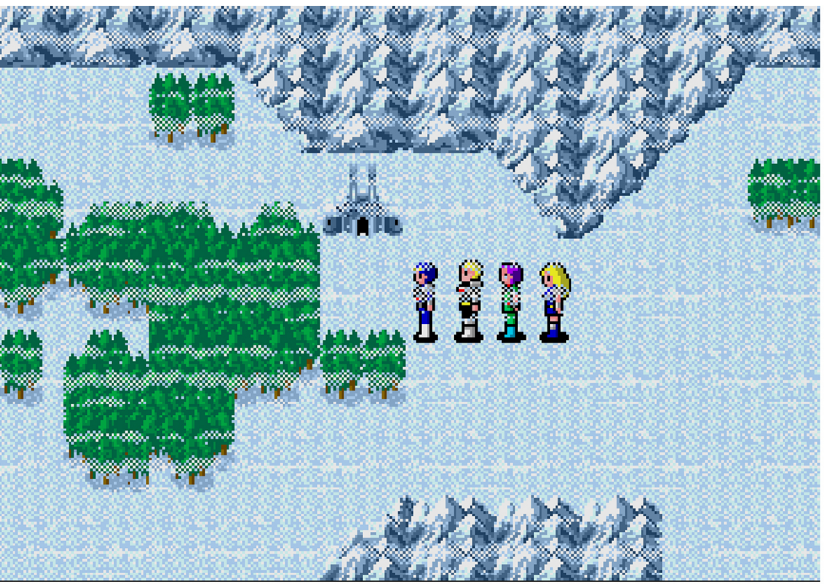


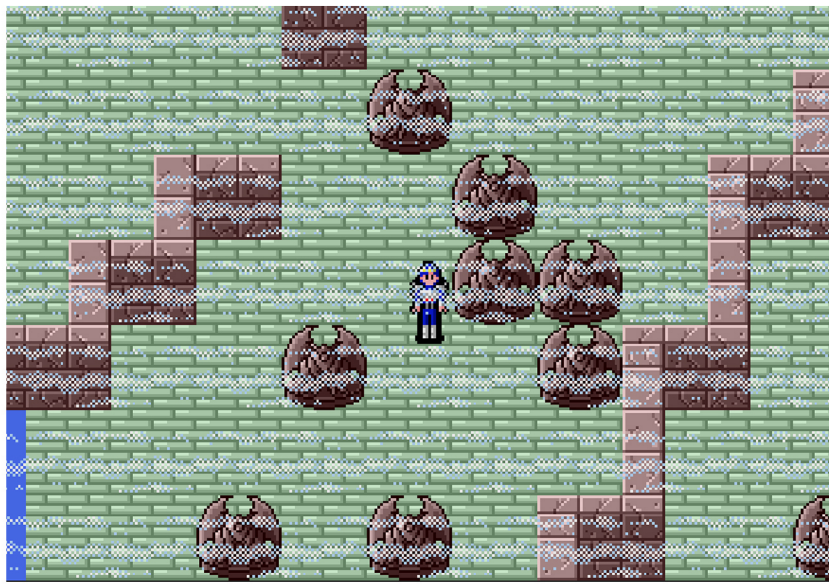
The Crevice, located southeast of the town, is a passageway to the isolated patch of land on the far east of the planet. There are only a handful of pathways and staircases to explore, so it shouldn't take long for the party to find the exit. A short distance away Rolf sees the Esper Mansion, and upon entering is greeted by name by a handful of robed individuals.





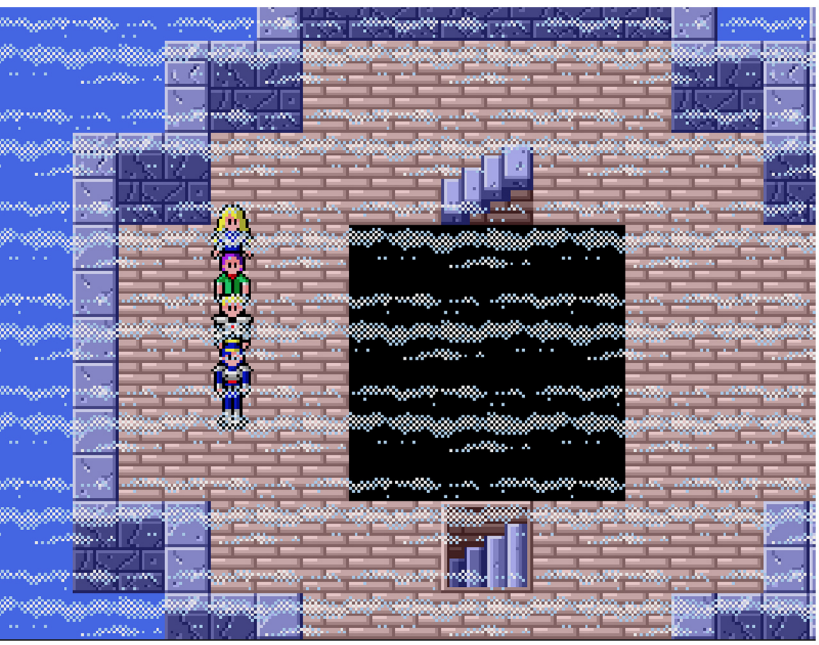
Upon descending to the basement, Rolf encounters a cryo chamber that is guarded by two individuals. They greet Rolf and says that their master wished to speak with him. The chamber bed makes noise and extends outwards, revealing a man named Lutz, the last esper in the Algo System. He informs Rolf that it was he who rescued him from a spaceship tragedy when he was ten. Lutz was motivated to do so because Rolf is the last descendent of Alis, the one who defeated Dark Force a millennia ago. Believing that Rolf and his friends have the power to defeat the Mother Brain, he hands them the Prism, which will light the path to the legendary Nei items.

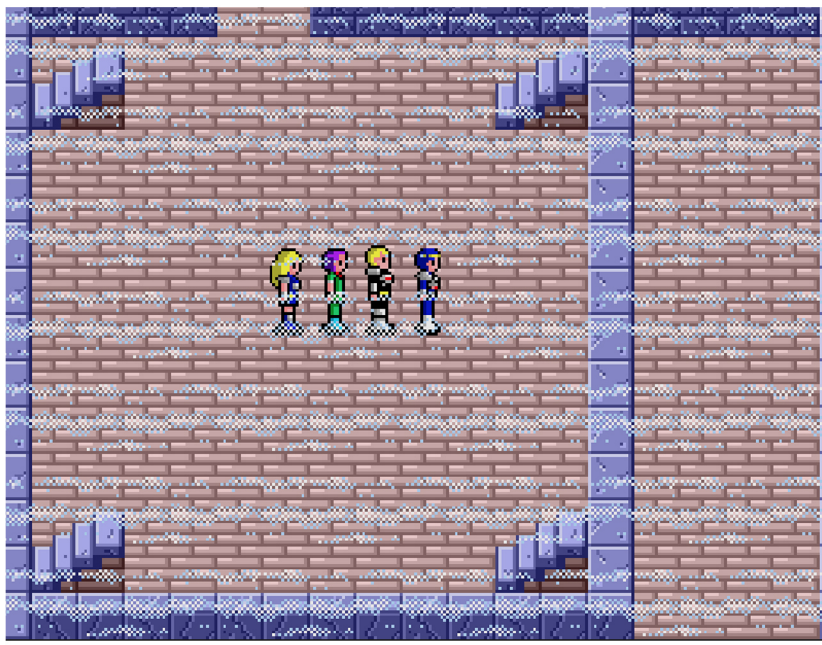




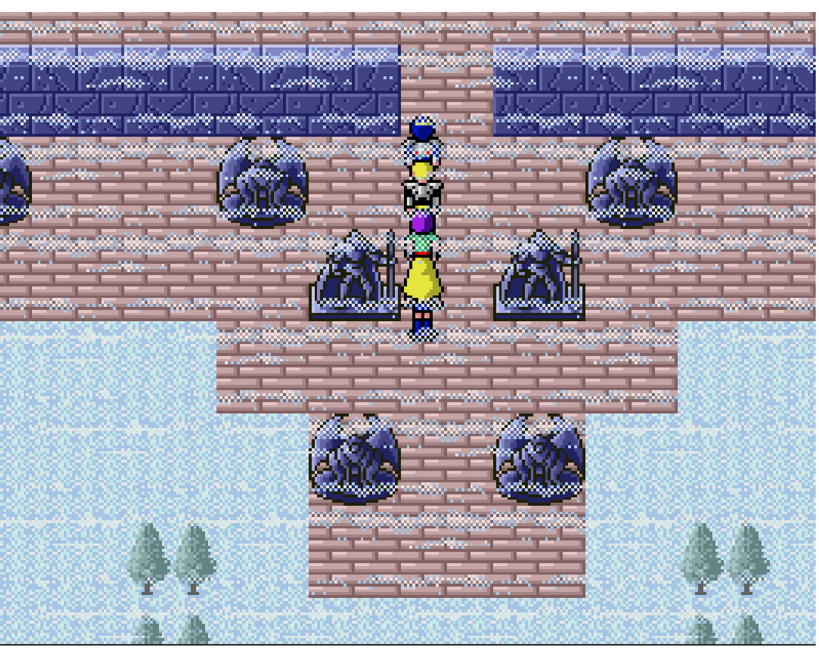
With the Prism in hand, Rolf is able to see four dungeons that were previously invisible. There are two powerful Nei items located within each sadistically designed maze, and they are guarded by the most powerful creatures the party has encountered in their quest. The first stop is Menobe, which is located right outside of Aukba. Hidden within these walls are the Nei Crown and Nie Met.

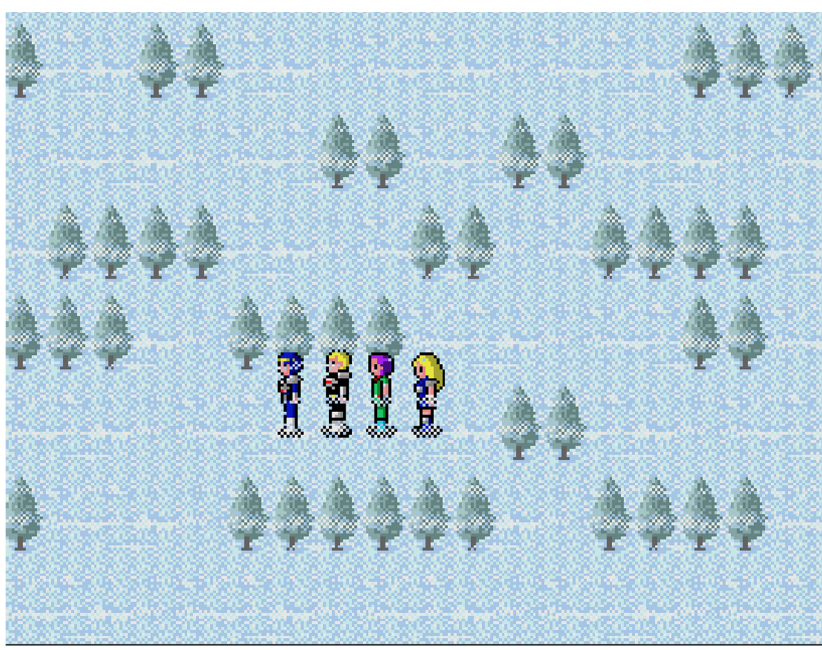
Menobe is a four level dungeon that looks like it was drawn on the wings of a butterfly, with two sides connected by a rounded area at the top. While this is the easiest of the four Nei Item dungeons, it requires a lot of planning and patience in order to succeed. With multiple routes, hidden pathways, and numerous staircases taking Rolf between the four floors, it will take multiple journeys before the prizes held within are acquired. Once the party has survived encounter after encounter to retrieve the Nei items, escape, rest up, and set course back to town.

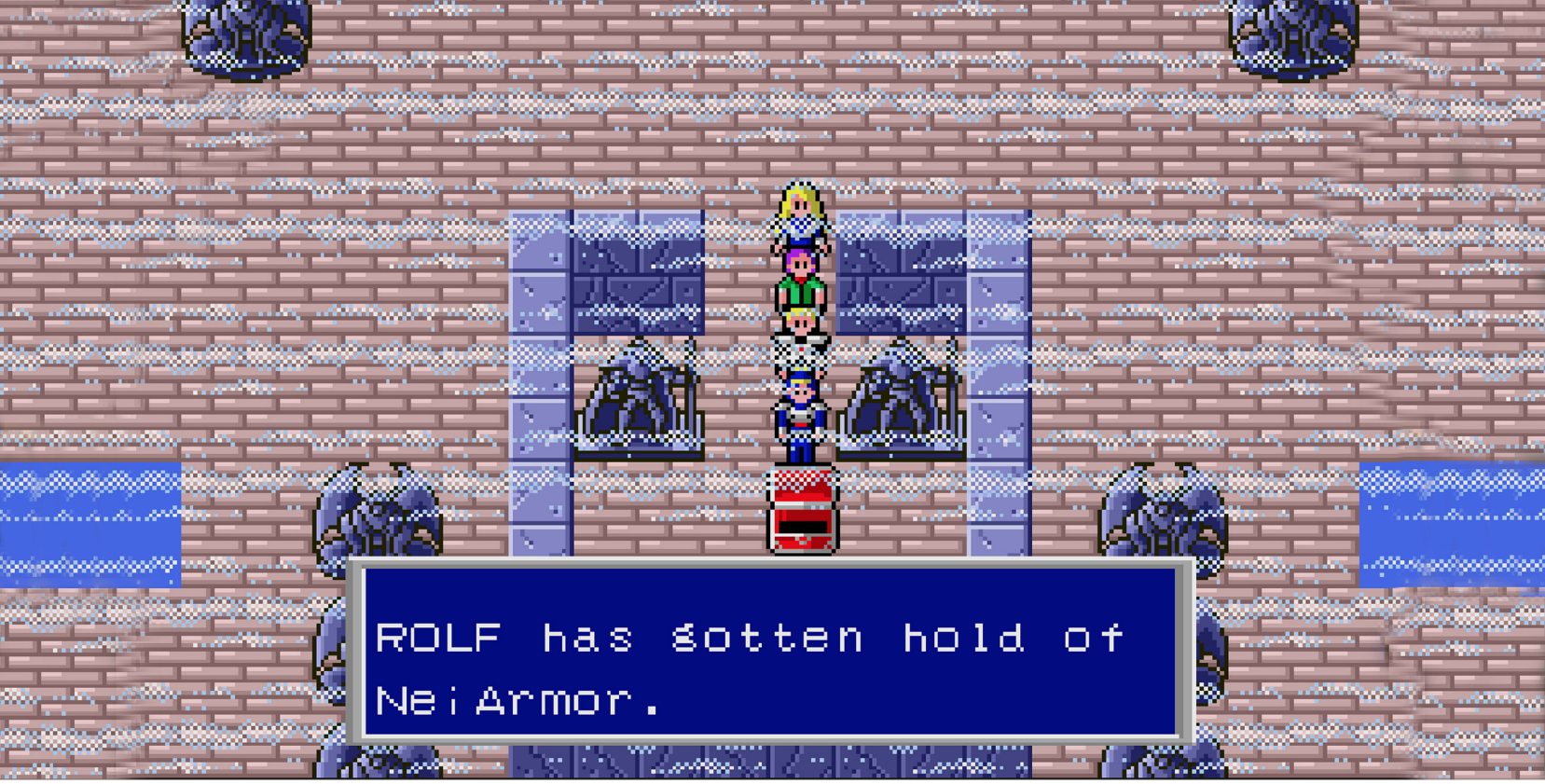




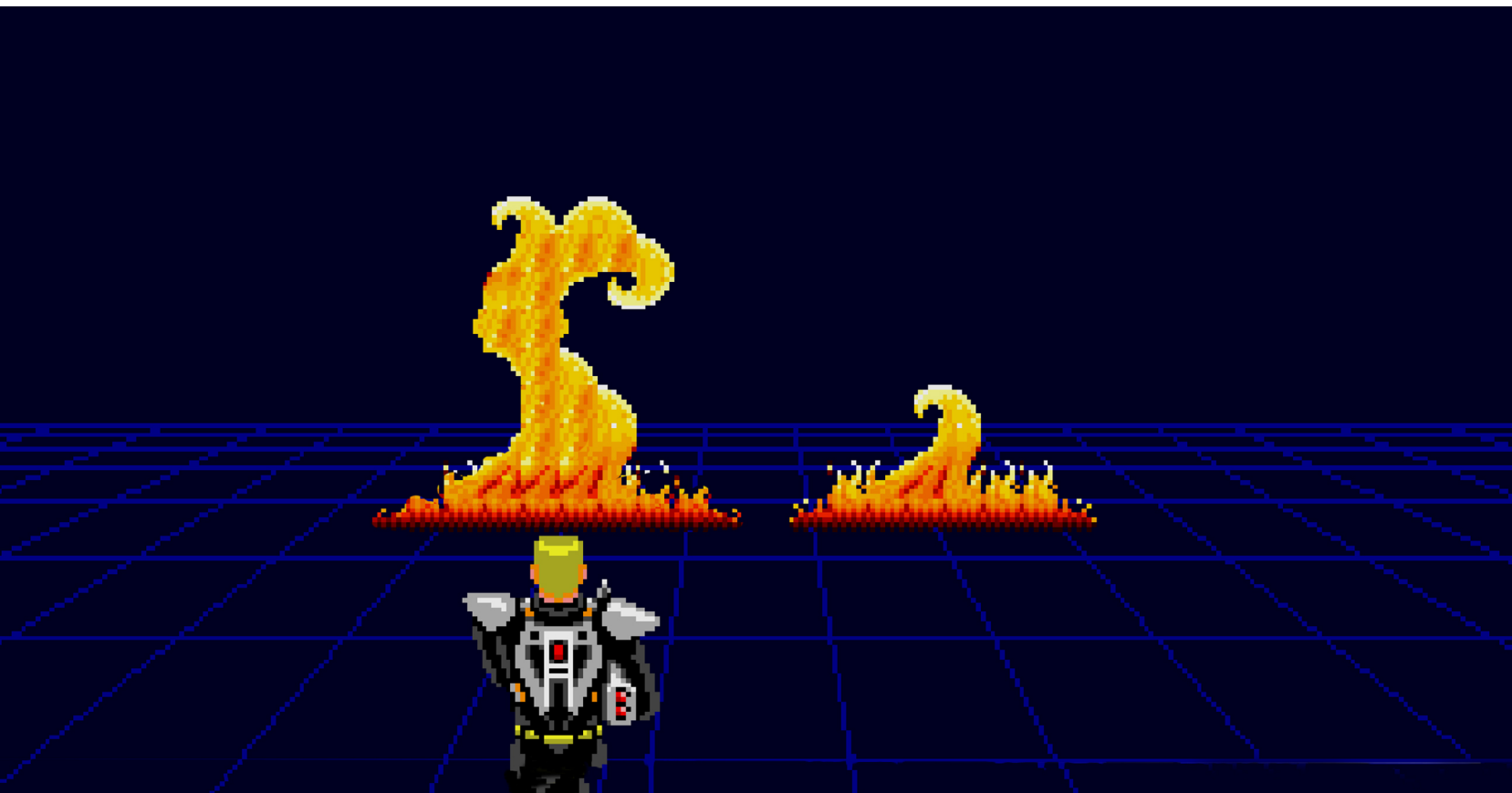
The journey to the next dungeon, Guaron, requires the group to head back to the Skure Spaceport and find the exit that places them in the southeast quadrant of the continent. After stopping off at Ryuon Town to rest up, their destination is due north. The first floor contains a sprawling landscape that includes a forest that must be navigated before finding the correct pathway up. Rolf should become accustomed to ascending stairs as the Guaron dungeon has sixteen floors to fight through. While it sounds overwhelming, eleven of the floors require little more than walking around a pit before reaching the next set of stairs.







The dungeon is a war of attrition as the floors that contain items only have a couple of pathways to explore, leaving the only challenge the monsters that constantly attack Rolf and company. The reward for making it to the top is twofold. The Nei Cape and Nei Armor will give the members of Rolf's party a much needed boost to their defense. It also means that Rolf is halfway towards completing the mission that Lutz sent him on, and that much closer to taking on the Mother Brain.

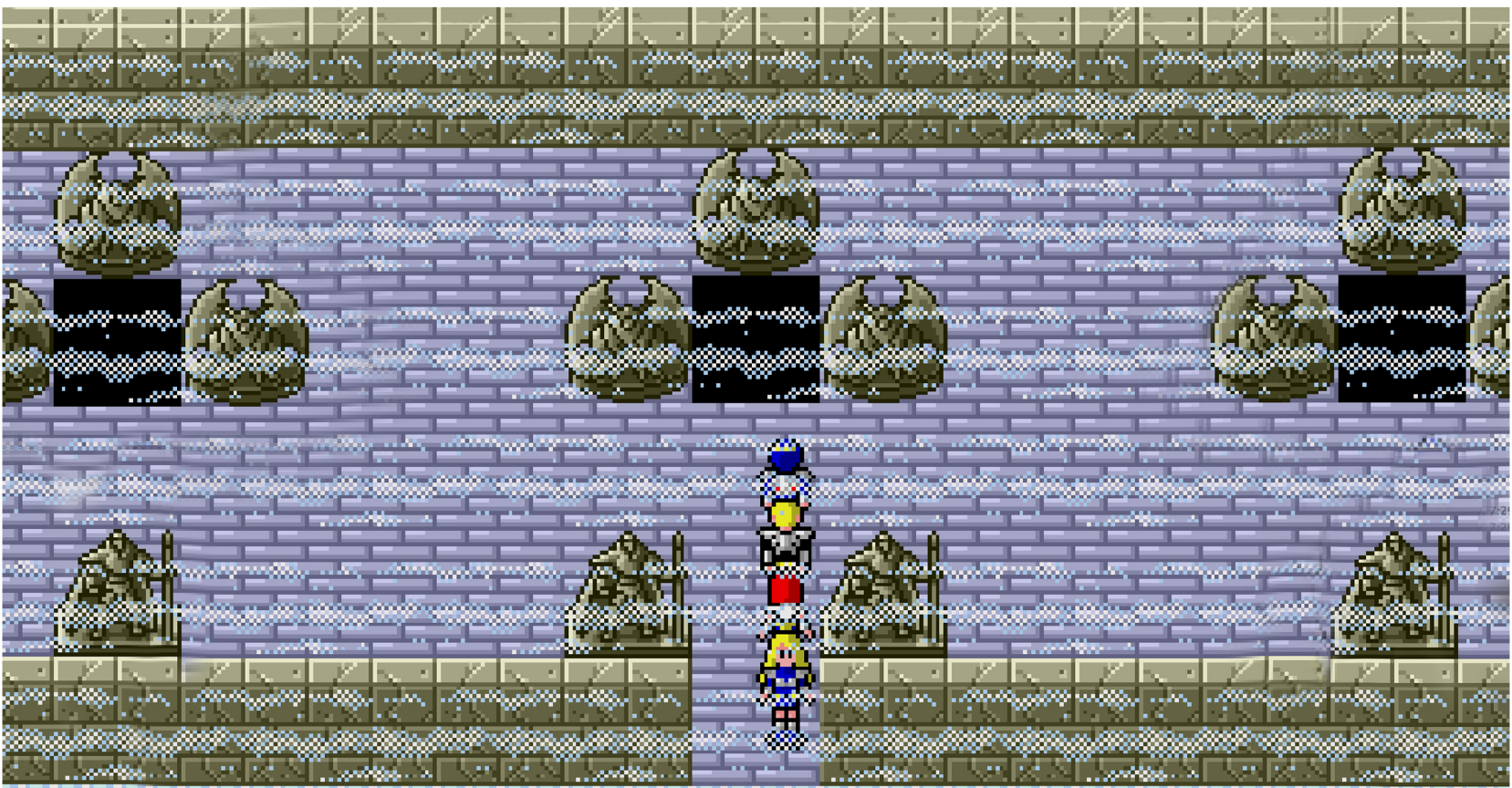


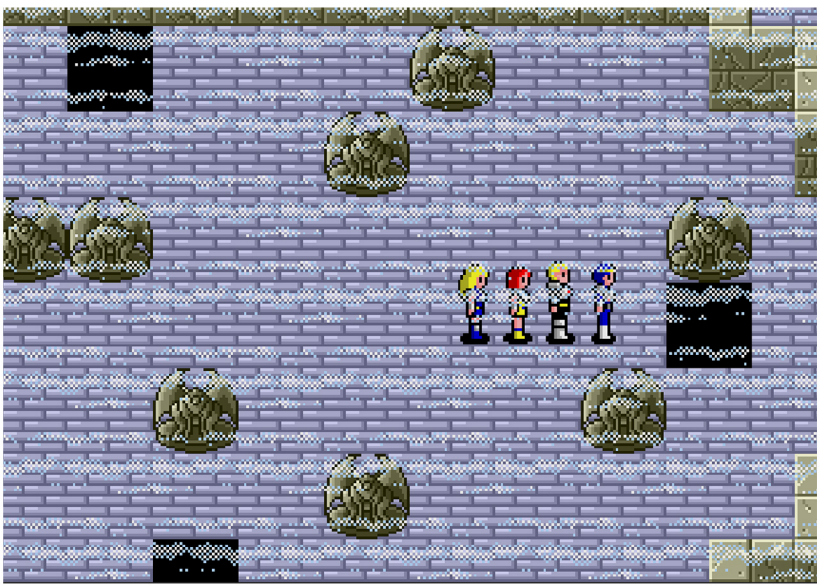
PHASE 5

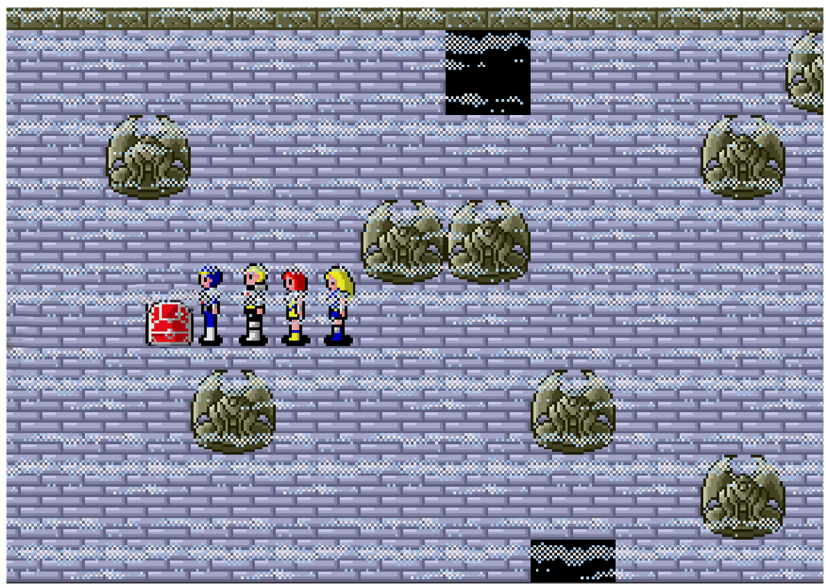
Ikuto thru The End

With his goal within reach, Rolf must return to the Skure Spaceport and fight his way to the exit that places the party in the northeast quadrant. The town of Zosa allows the party to heal and pick up a few needed items, such as a giant pulse vulcan canon for Rudo, before they head off to the northwest and the Ikuto dungeon.

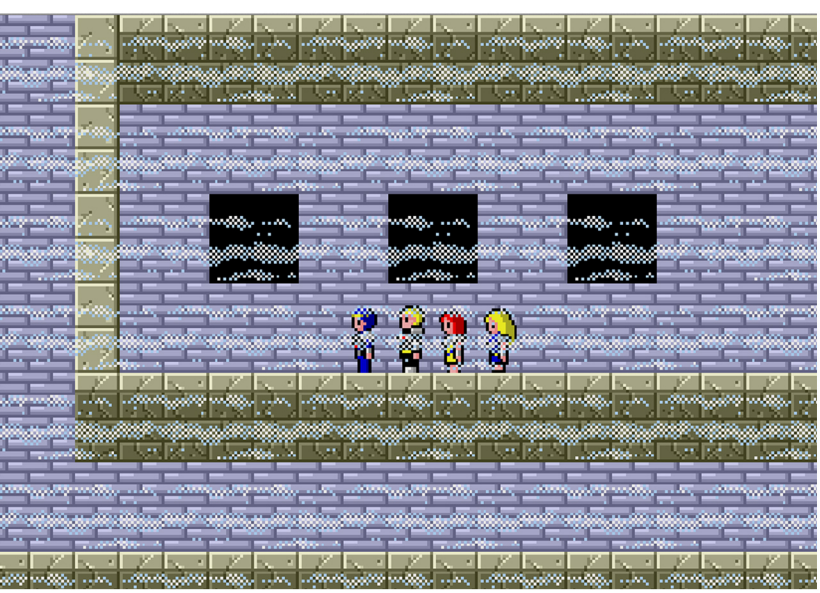
Ikuto is without a doubt the most difficult dungeon in the game, and arguably the most difficult dungeon anyone will ever encounter. Unlike previous mazes that had more stairwells than could be counted, there is only one on each level. In place of the stairs are pits. Dozens and dozens of pits. Upon entering Rolf and the party have three holes that they can leap in to, beginning their descent. There are two items on the fifth basement level, the Nei Shot and Nei Slasher, and only one combination of drops that will land you next to them.

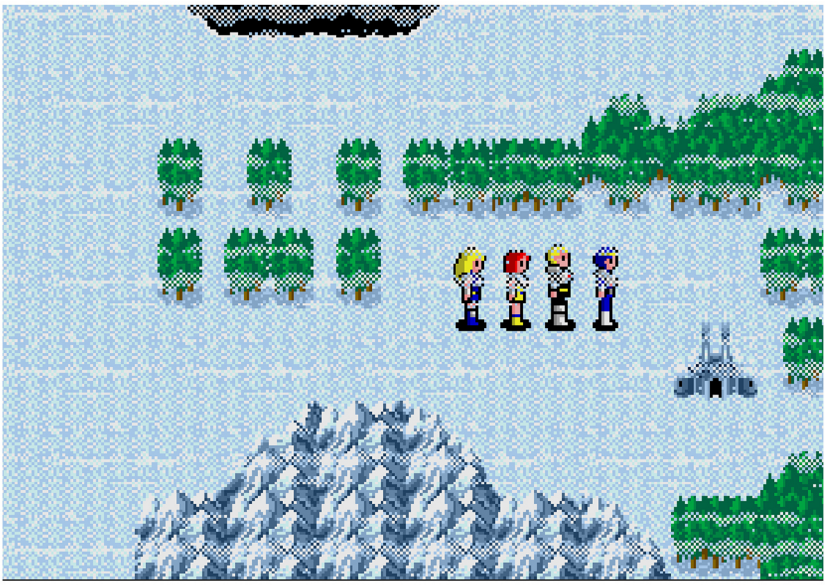


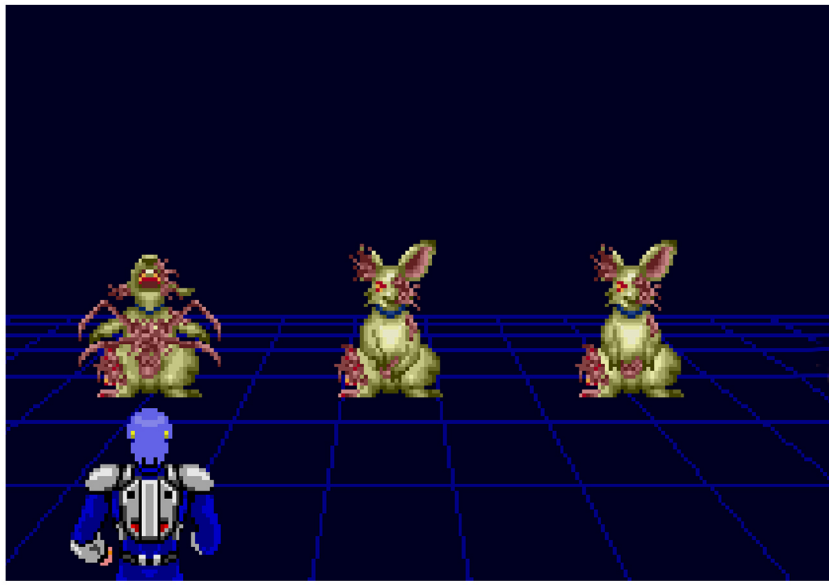




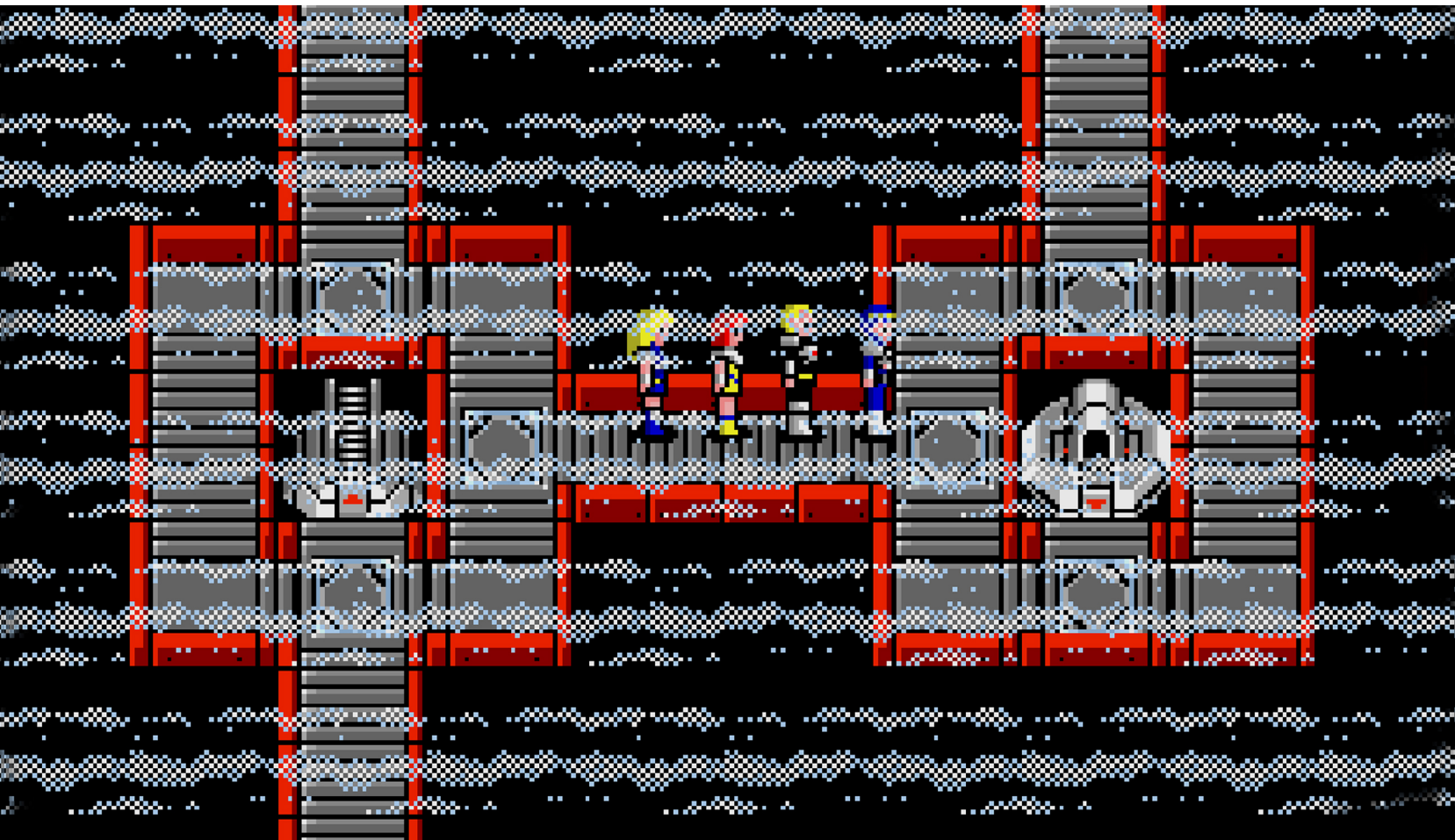
Several pits are bottomless and will take you directly to the basement, ending your chance at landing a Nei item. Even more pits will take you far off course, leaving the treasure chest visible yet just out of reach. To understand just how sadistic this dungeon is, there are forty pitfalls connecting the forth and fifth floors. As if the constant falling and climbing the stairs in shame wasn't enough, the monsters are incredibly powerful, with many of them having the ability to hit the entire party at once. If Rolf is able to survive this descent into madness, only one more dungeon remains.

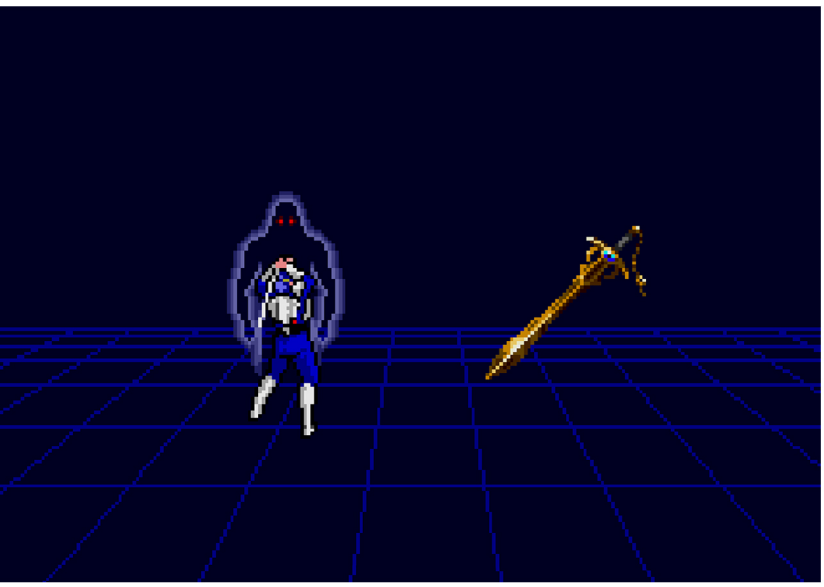


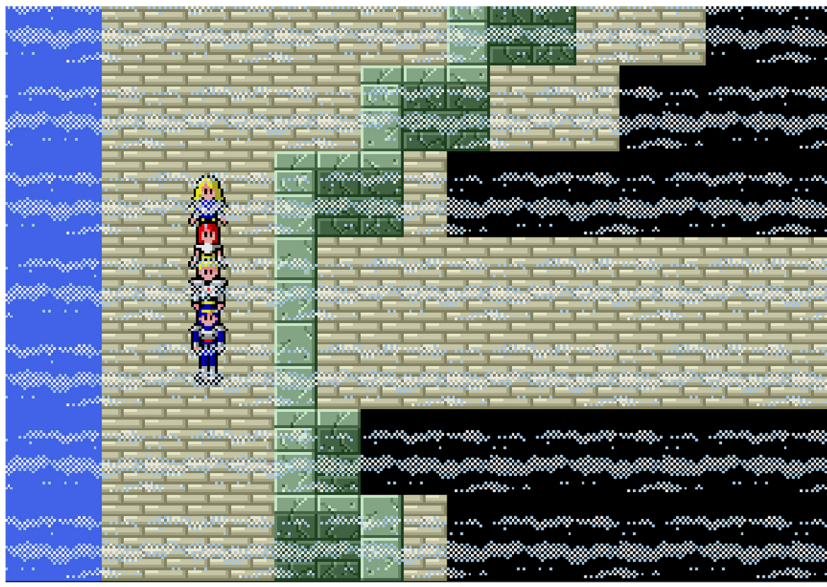




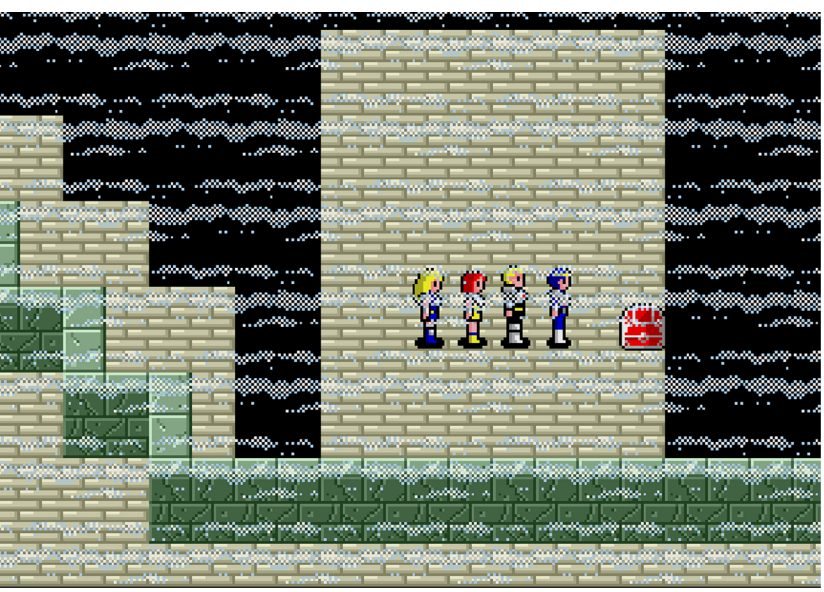
The final two Nei Items are housed within Naval, which is in the southwest portion of the continent. Unlike the previous three mazes, there is no nearby town to set up base camp at, meaning Rolf and his companions must fight their way through the Skure Spaceport and then immediately launch an assault on the dungeon. Luckily the layout isn't anywhere near as difficult as the previous few.

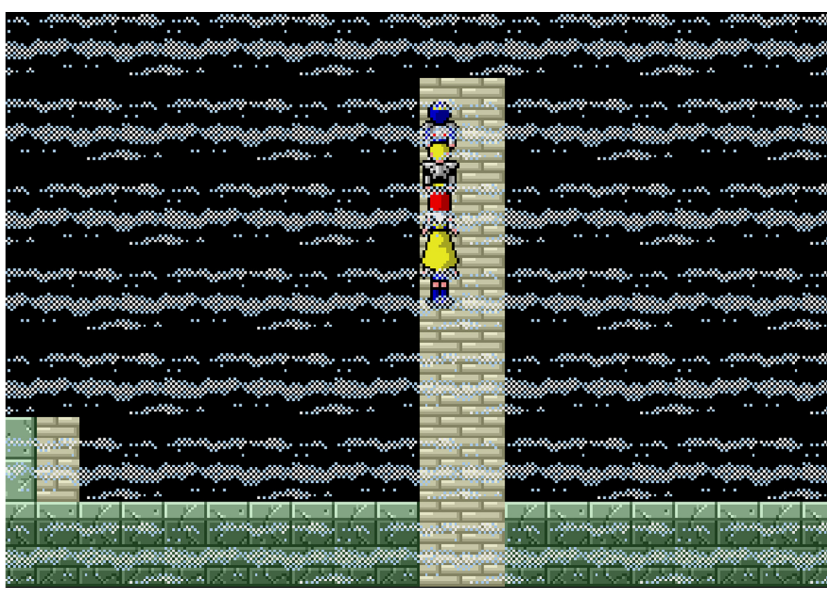




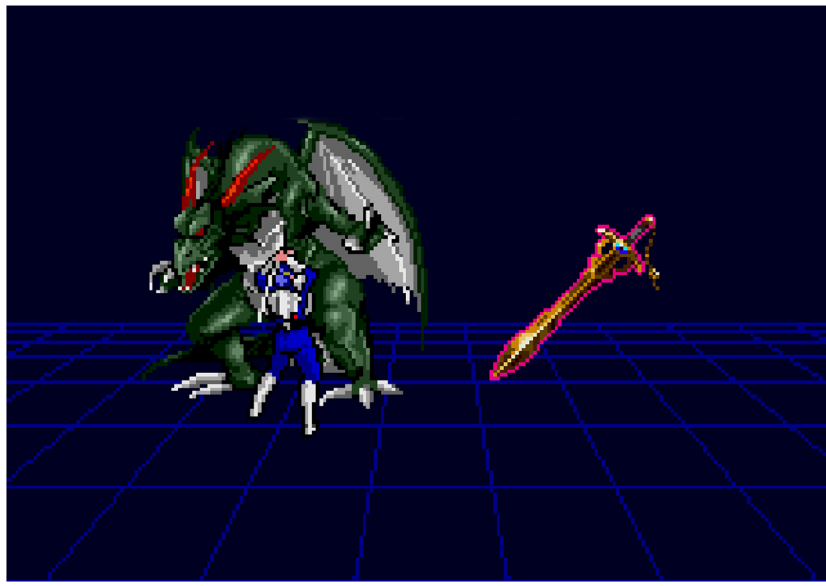


Upon entering, Rolf can choose to go up a stairwell located in the north or south of the first floor. The next three floors are separated by a wall that cuts off half of the dungeon, and forces the party to walk along the outer rim to reach another staircase that will take them further up. When the fifth floor is reached there are long platforms that stretch out over a massive pit. Once again Rolf must take a leap of faith, picking a direction and hoping that there is a platform beneath him to break the fall. There are four possible platforms to leap off of on the fifth floor, with only four plateaus on the second floor containing treasure chests. Hiding amongst the basic treasure is the Nei Shield and the Nei Emel. Once Rolf lays his hands on these he has the keys to unlock the final dungeon.

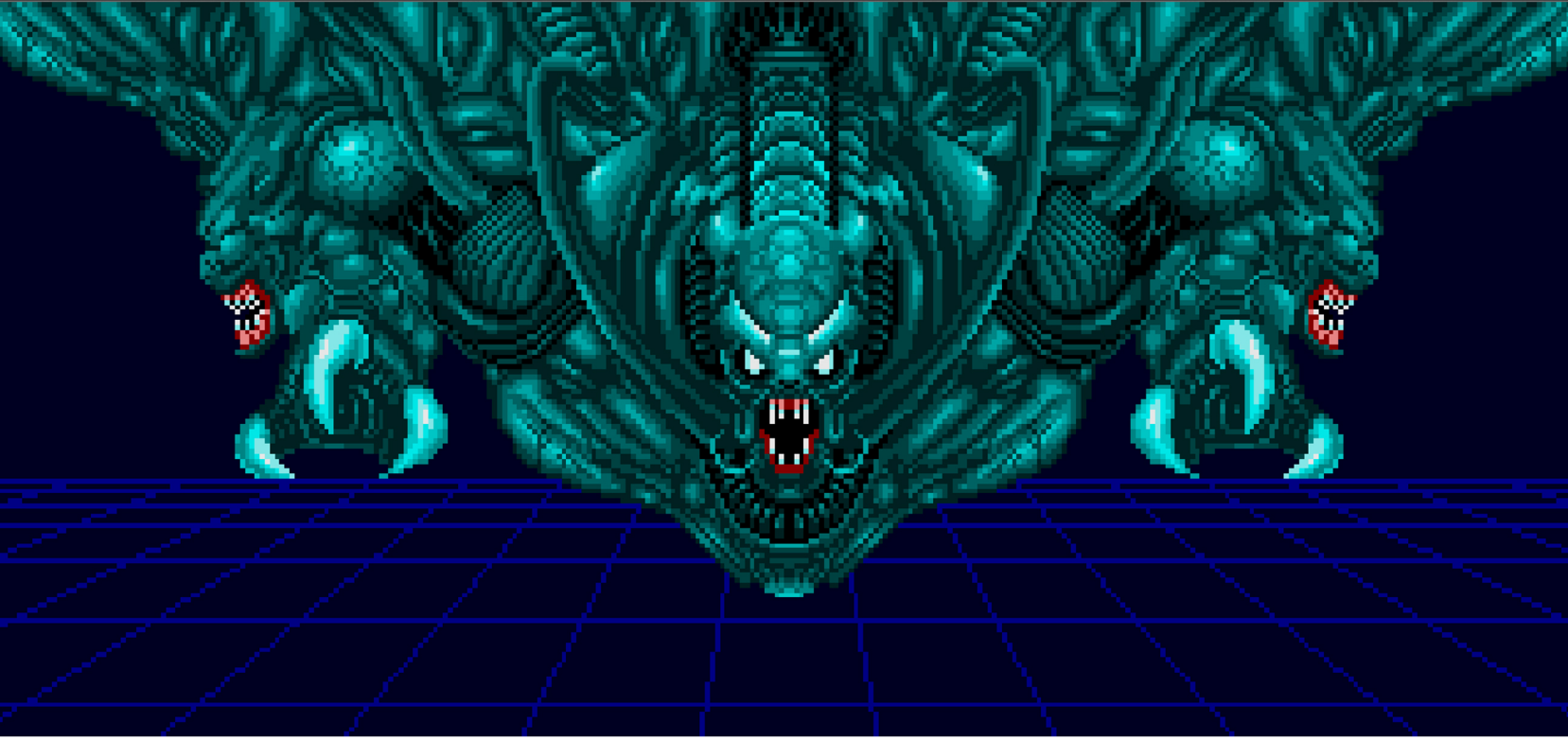




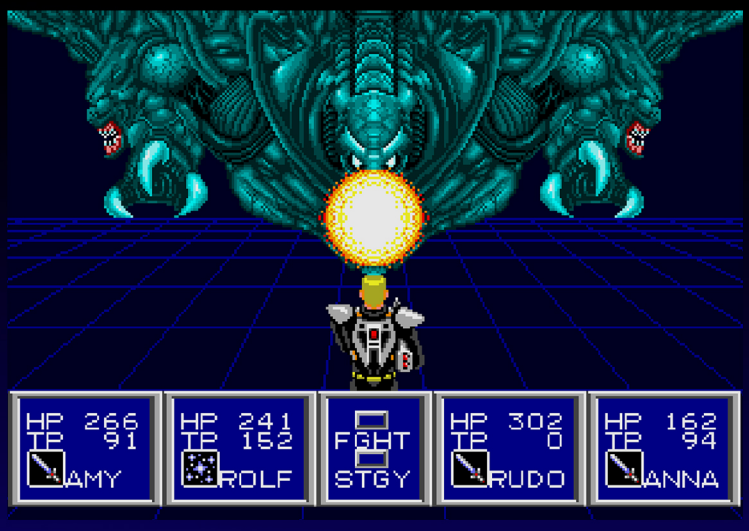
As the party presents their findings to Lutz, proving that they are worthy enough to take on the greatest threat to the solar system, Rolf is given the ultimate weapon, the Nei Sword. With this weapon he can unleash powerful attacks, and warp his party out of danger and back to the safety of the Esper Mansion where they can receiving healing at the hands of the Esper. After listening to one last pep talk from Lutz, Rolf and his companions warp to the space station Noah, where their final battle awaits them.



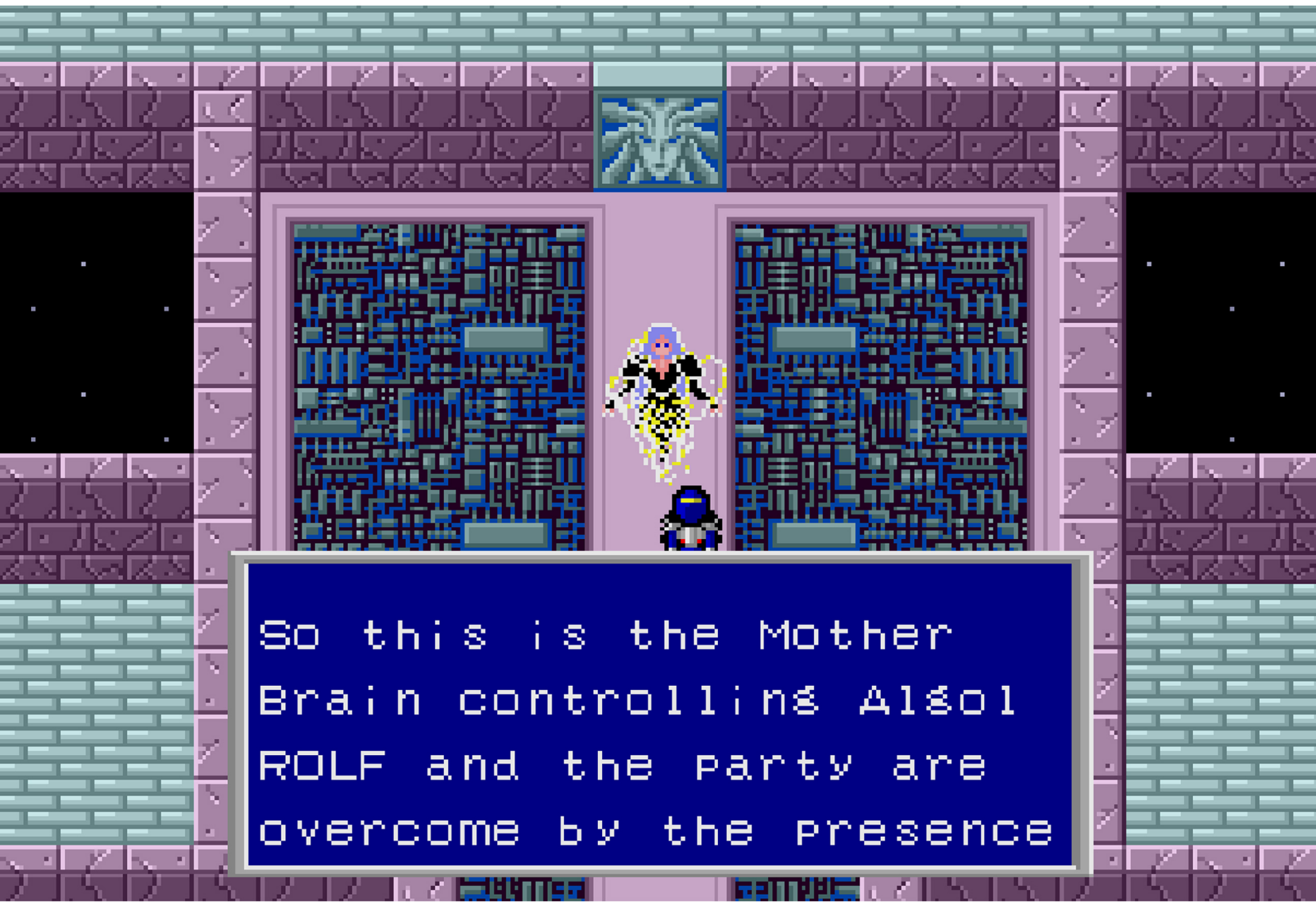
The dungeon itself is straightforward and filled with dangerous monsters. Provided Rolf and company are powerful enough, they shouldn't have a problem fighting their way through them. There is no treasure to be found in Noah, although there is a single treasure chest that blocks the path once you reach the northernmost point of the first floor. Upon opening this Pandora's Box, the most evil beings in the universe is unleashed. Dark Force.



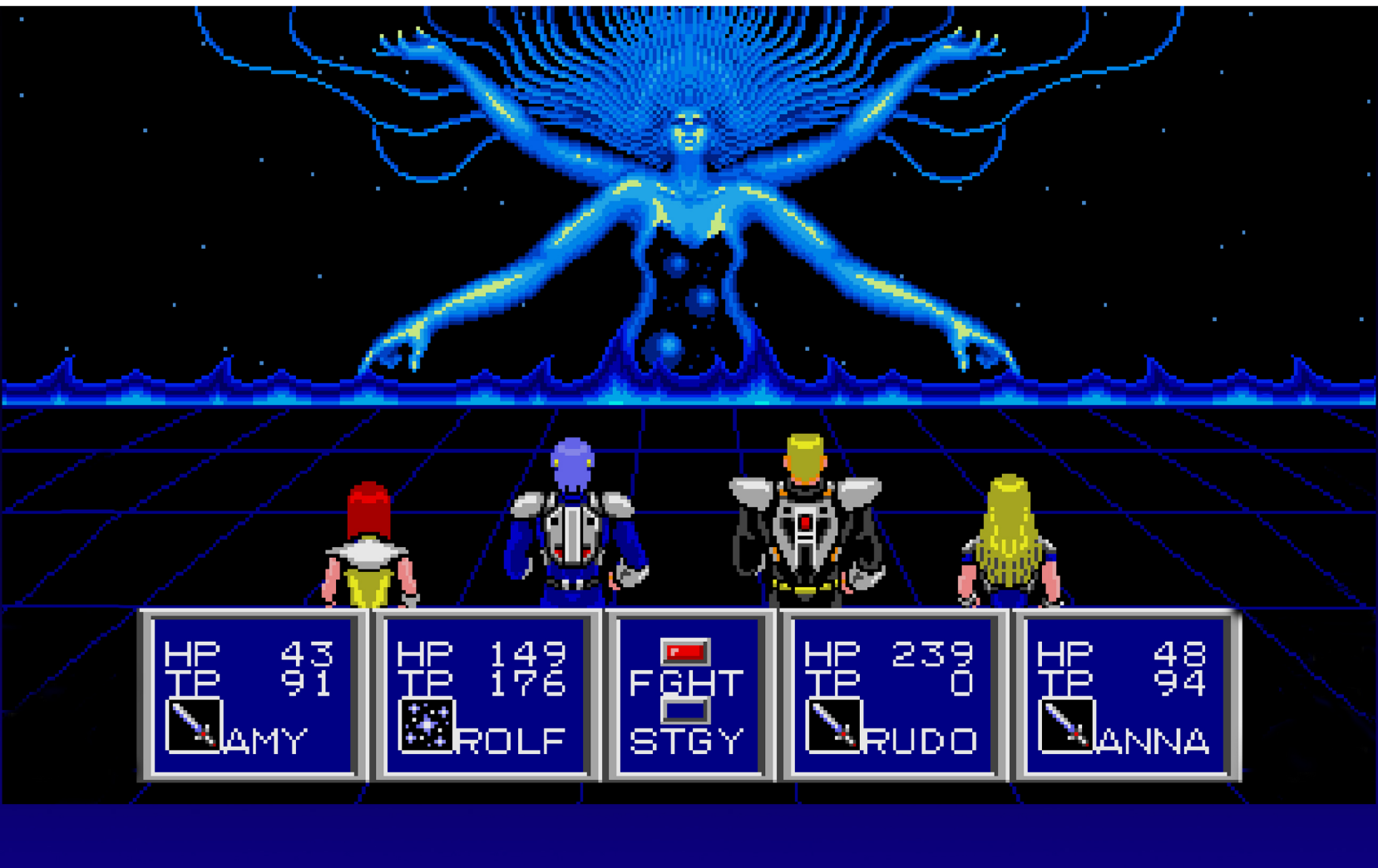
Dark Force is the ultimate evil and is the biggest threat to the party's longevity that they will face in their entire journey. Rolf and his comrades will be assaulted with a multitude of attacks. Dark Force has the ability to strike a single character, can attack the entire party with electricity, and can turn a party member evil. When this happens Dark Force breaks up into a couple dozen heads and targets one member of Rolf's party, inflicting them with a random ailment. Sometimes they won't be able to use techniques, but often they will be unable to fight, rendering them useless. The Neisword has the power to break the curse, although it does so randomly meaning the entire party can be knocking on death's door before it triggers.



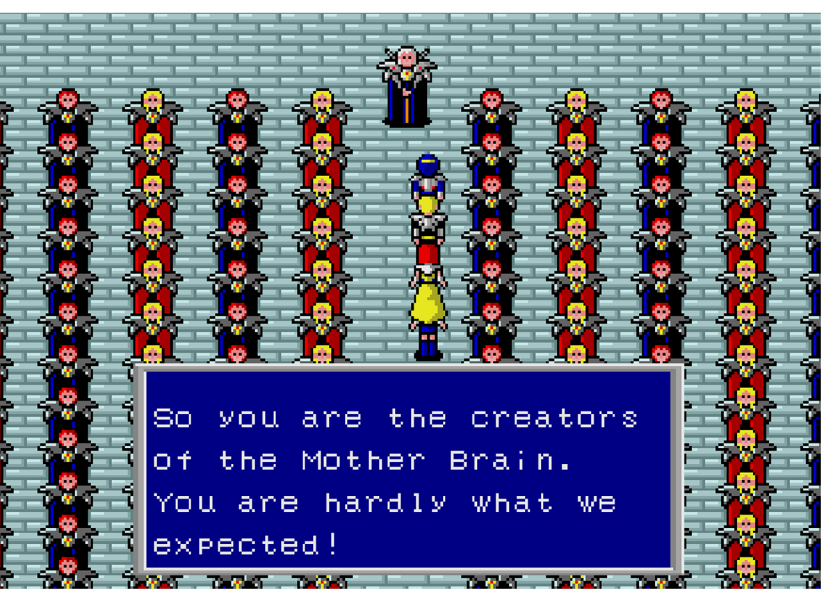
When Rolf and his group have successfully vanquished the evil, there is only a single hallway standing between them and the Mother Brain. At the end of a long corridor flanked by computer systems, an electrified woman appears before the party. Rolf and his team make the decision to fight for their planet's freedom from the clutches of the Mother Brain, even after they are warned that by doing so many people will die because they have become too accustomed to comfort.

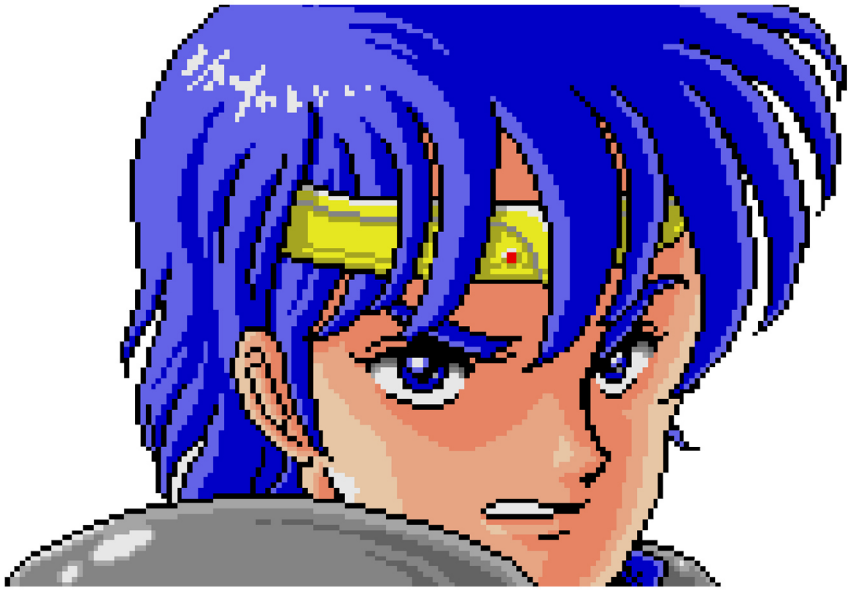


The fight is a vicious one, with the Mother Brain being able to damage the entire party with a single shot in addition to landing devastating blows to individuals. By utilizing the powerful Nei Items they have collected, Rolf and his party are able to overpower the Mother Brain, setting their people free, but sending them back to the dark ages in the process. Before they escape Noah, Lutz contacts them and says that there are more people on the ship. The party walks through the open door to find row after row of red and blue cloaked people.

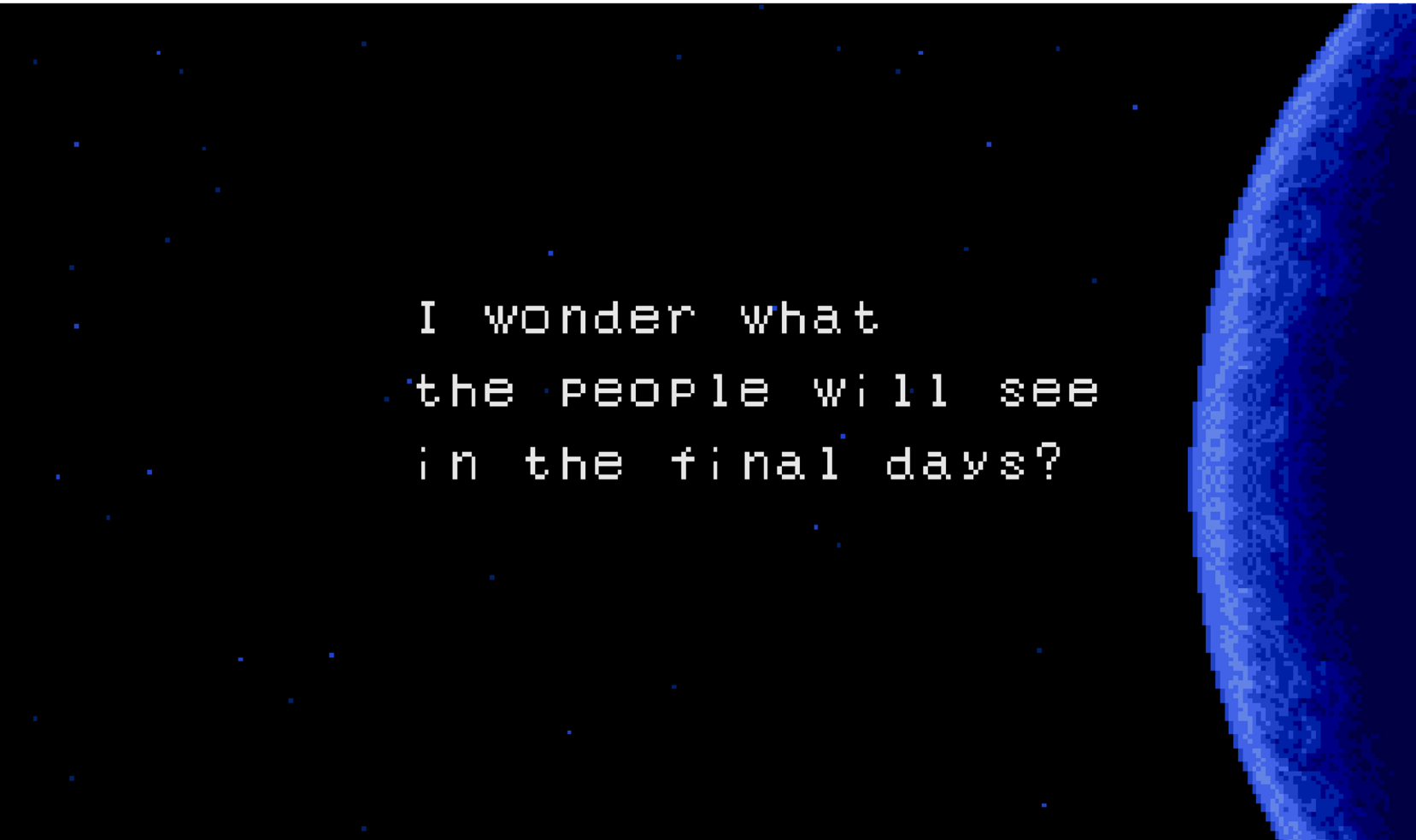


The creators of the Mother Brain stand before Rolf, with hatred flowing through their veins. They reveal that they are travelers from Earth, and that their planet had been destroyed eons ago, leaving them as the last remaining members of their species. Their experiments with controlling the weather was what led to their demise, so the Earthlings built a spaceship to escape the destruction. When they discovered the Algo system, the former residents of Earth decided they wanted the planets for themselves. When Rolf began to fight back, they destroyed Palm in retaliation. Lutz transports the party members that were left in Piata to Rolf's side, just before they are attacked by thousands of Earthmen.

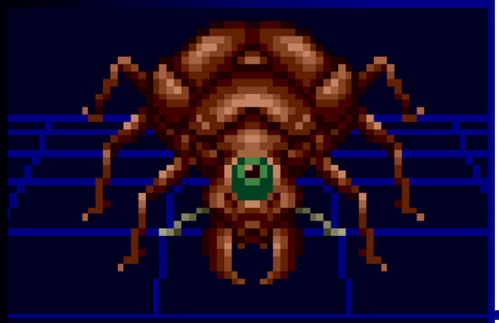




The ending images and speeches paint a bleak picture for Rolf and his comrades. While they were successful in wresting control of the Algo System away from the Earthlings and the Mother Brain, it appears as though they face insurmountable odds. Rolf ends his battle with a simple quote. “I wonder what people will see in the final days?”

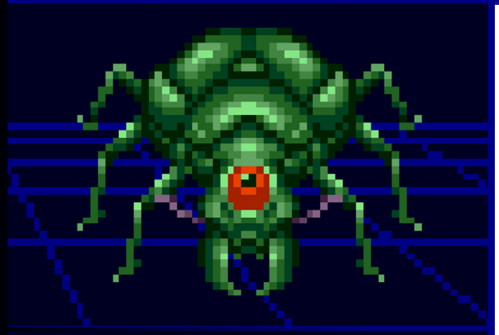


TERAKITE
ENEMIES
HP 314
IP 172
ROLF
FGHT
STGY
HP 178
IP 91
Nei



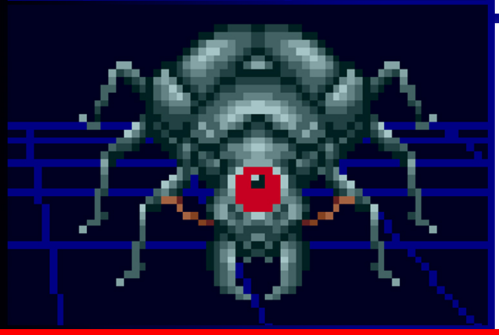
Fire Ant

The Fire Ant is the first enemy you will encounter on your journey. It poses little threat to you, and thusly will provide you with minimal experience and Meseta. They are found outside of Paseo.



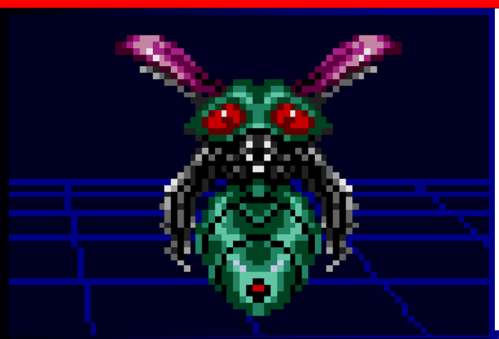
Armorant

The Armorant is the second Ant variety. They pack a little more punch and come equipped with a back mounted laser cannon that can stun a party member. They are found in and around Shure.



Pinchant

The Pinchant is the most power Ant around. Their standard attack packs a punch, but they have a secondary attack that deals even more damage. They mostly reside in the Bio-Systems Lab.



Bee

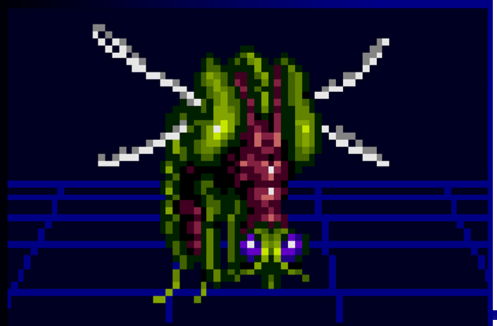
The Bee is one of the first enemies you will face off against. As a result they are relatively weak and aren't much of a threat. They live in the area around Paseo and Arima.

Buzzer

The Buzzer is the second form of the Bee, and is a little more dangerous. Found in and around Nido Tower, they can dismantle a low level party.

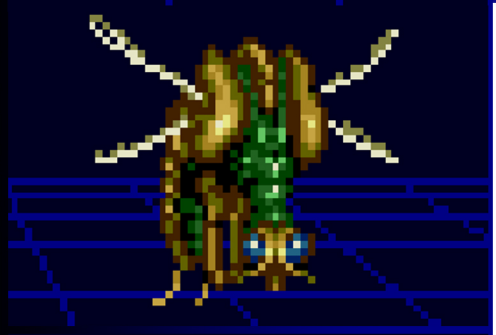
Insecta

Insecta is the strongest Bee form and is roughly twice as powerful as the previous version. Even with no special attack, it can deal a fair amount of damage. They reside in Roran and on the Sea.



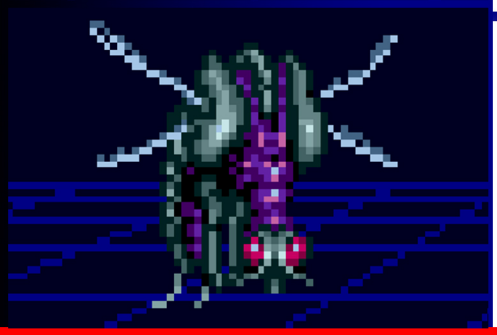
Mosquito

Mosquitos are some of your earliest opponents. Their main attack is Blood Suck, which drains your HP and replenishes theirs. You will encounter them around Paseo and Arima.



Waspy

Waspy is the slightly more powerful version of the Mosquito and will steal a little more of your life than his predecessor. They reside in and around the Nido Tower.



Stinger

The Stinger is the most powerful Mosquito variety, but is still fairly weak when compared to other comporable enemies. They show up in and around the Bio-Systems Lab.

Poisoner

Despite his name, the Poisoner doesn't have the ability to poison you. He can make your life difficult however as his special attack will paralyze you. They live around Paseo and Arima.

Spitkill

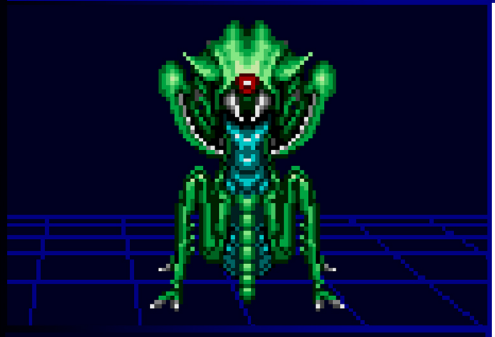
Spitkill is the second Poisoner form and packs a much bigger punch. Instead of paralyzing you however it can put you to sleep. They can be found in and around Nido Tower.

Spit Fang

Spit Fang is the most powerful Poisoner form. While he can inflict more damage, he lacks a special ability to take you out of the fight. You will fight them on Uzo Island and inside Climatrol.

Locust

Locust is the first giant enemy you will encounter. They don't have a special attack, but have a terrifying attack scream. They reside near Armia and inside Shure.



Locusta

The second form of the Locust is a little more powerful, but like his predecessor he lacks a special attack. They show up near Oputa and inside the Bio-Systems Lab.

Fanbite

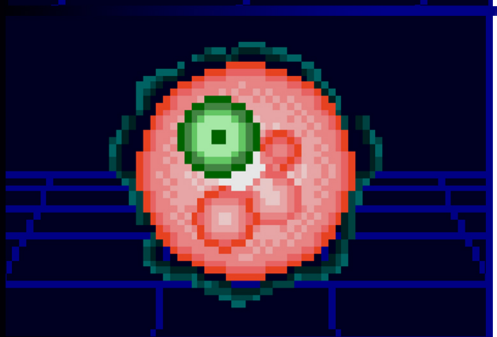
The third Locust form is nearly three times as powerful as Locusta, which isn't surprising given the long gap before showing up. You will fight them on Uzo Island and inside Climatrol.

Spinner

The Spinner appears to be a cross between an orb and a jellyfish. It attacks by expanding its membrane. They can be found inside Shure and Nido Tower.

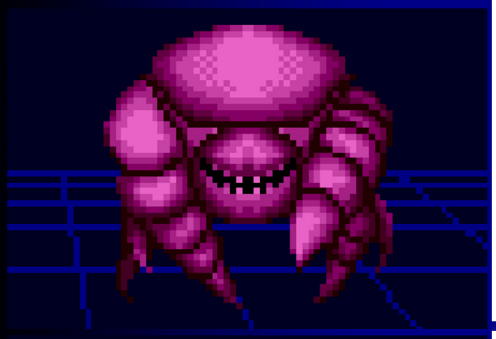
Vortex

The second form of the Spinner is arguably the most dangerous of the group since it can reduce a party member's defense. They can be fought in Nido Tower.



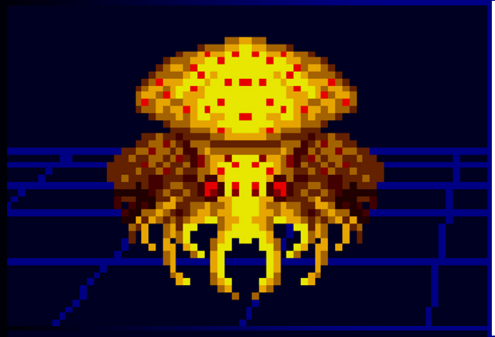
Whirly

The final form is Whirly, and despite being the most powerful they don't pose much of a threat due to mostly attacking the party solo. They reside in Roran and on the Sea.



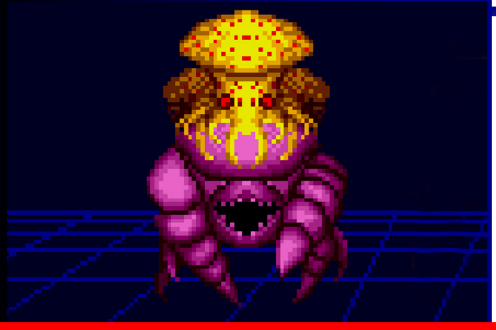
Carrier

The Carrier is a giant angry crab that does a stutterstep when attacking. They can be found inside Shure and Nido Tower.



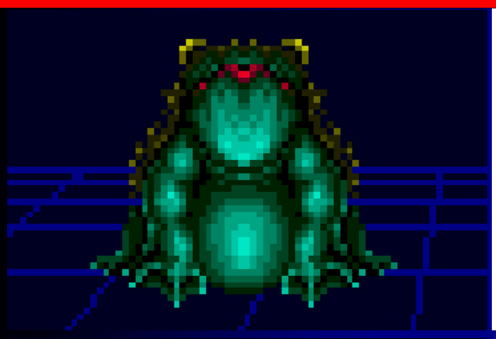
Mushroom

The Mushroom is grouped in with the Carrier, and has one of the most terrifying attack noises of any bio-monster. You will encounter them in the basement of the Bio-Systems Lab.



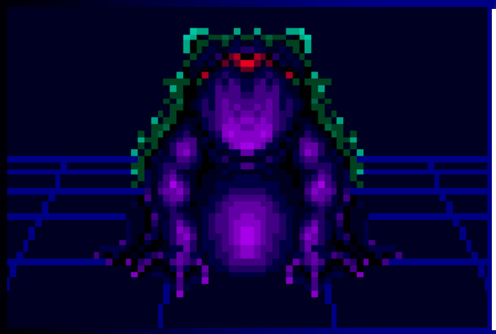
Head Rot

This Carrier/Mushroom hybrid is unique in that it attacks by exposing its brain and bashing the party with it. They can be found outside of Kueri and Piata, as well as on Uzo Island.



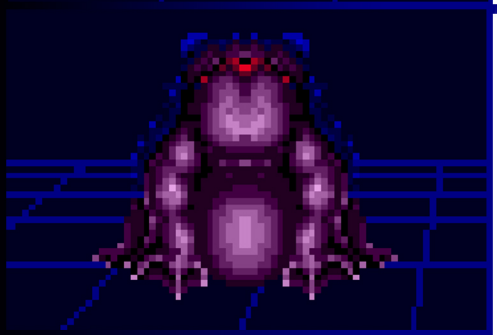
Froggy

Froggy is one of the earliest enemies you will face. It also has an attack that can hit everyone, making it a significant threat to your party. They can be found in and around Shure and Nido Tower.



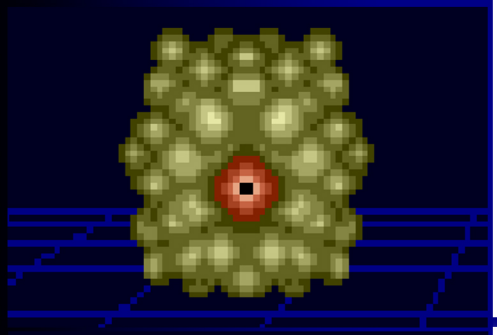
Toader

Despite being more powerful than the first form, Toader is a much easier fight due to the lack of a group attack. It does have the ability to decrease your agility however. They reside in Nido Tower.



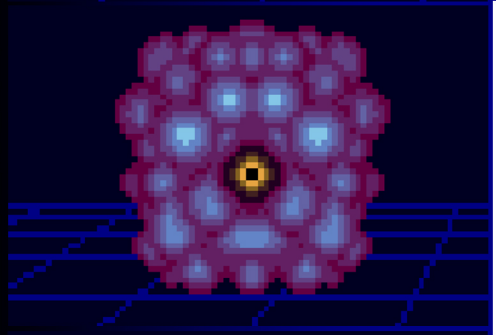
Squat

Squat is a lot more powerful than the previous form, and also has the rare ability to poison a party member. They first show up in Roron, and periodically thereafter.



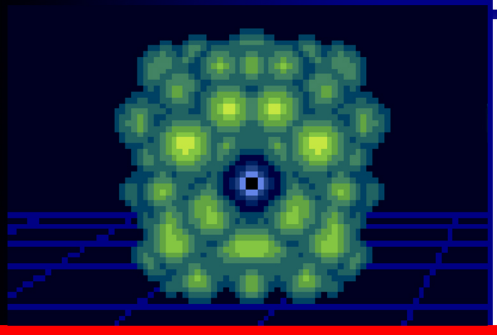
Pulser

Pulser is a sentient puffy cloud that will cause your party troubles early on. Unlike the next two forms, it does not have a special attack. They are found inside Shure and Nido.



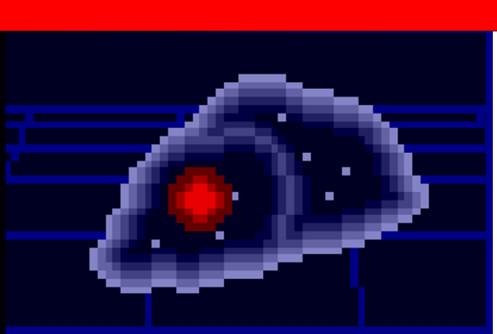
Blaster

The Blaster is one of the earliest enemies that can take out a fully powered team thanks to a sweep attack that hits everyone. They are prevalant within Nido Tower.



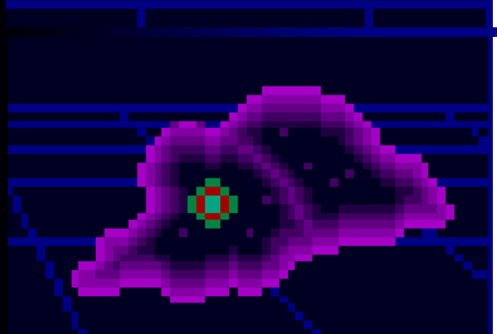
Blastoid

Despite being the most powerful form, the Blastoid is less dangerous than the Blaster. While it can duplicate itself in battle, the doppleganger has less HP. They can be found in Climatrol.



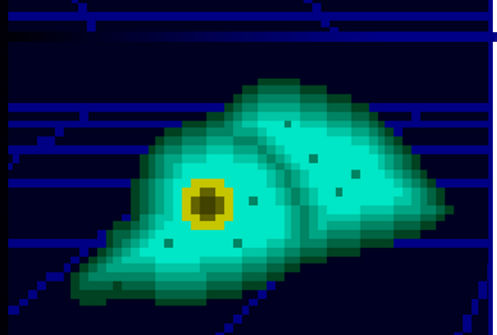
Amoeba

The Amoeba is a weak creature that typically shows up in groups of three. They don't pose much of a threat to a prepared party. They can be found inside of Shure.



Jelly

Like the previous form, Jelly fight in trios. They are more dangerous thanks to a special attack that can put a character to sleep for several rounds. They can be found in the Bio-Systems Lab.



Slugmess

Slugmess is the most powerful form and can overwhelm you with numbers. There can be up to five on screen, and they can split off to take a blank space on the battlefield. They reside in Roron.

Leecher

The Leecher is a giant worm with teeth that is a lot more terrifying to look at than fight. It has a special attack that can hit for extra damage, but not much else. They first appear inside Shure.

Fang

Fang is the second Leecher form and is less of a threat than his predecessor due to the lack of a special attack. They can be found in and around Roron.

Python

This is the third and most powerful form. Had it shown up earlier it could have been a formidable foe, but thanks to showing up at the end of Climatrol, it's more of a relief than threat.

Kite Dragon

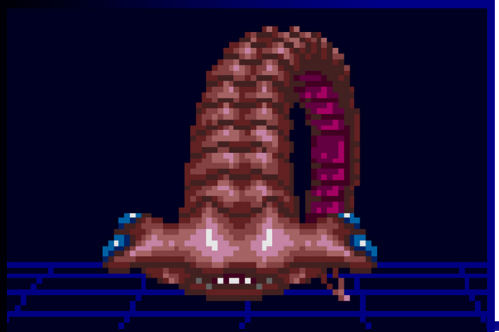
This sentient glowing tree will be the bane of your existence until you power up. They have high HP and can hit all members at once. They can be found outside of Kueri and Piata.

Glowstick

Glowsticks are slightly more powerful than their predecessor and can still hit everyone by raining down beams of light from the sky. They reside mostly on Uzo Island.

Forest

The Forest can take a beating, but thankfully can't dish it out like the previous forms due to not having a group attack. They can only be found inside Climatrol.

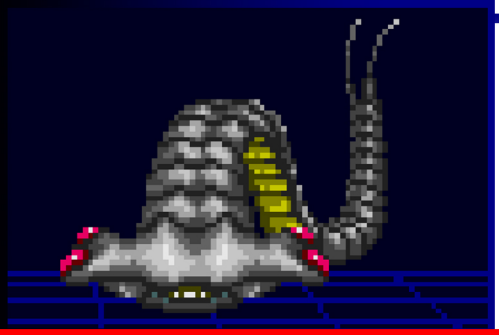


Hit Tail

While the Hit Tail is a confusing looking creature, it is a fairly easy one to defeat. With no special abilities it doesn't pose much of a threat. They are found in and around the Bio-Systems Lab.

Center

Center is a little more powerful than the previous form, but still doesn't pose much of a threat as it has no special ability. They show up inside Roron.



Scaly

Scaly is the final form of the Hit Tail, and while it is weak overall it can still cause you trouble with its group attack. They live exclusively in Climatrol.

Terakite

This bio-monster closely resembles a pterodactyl and is quite dangerous.. In addition to high damage, they can paralyze a party member. They can be found on the sea and on Uzo Island.

Reptile

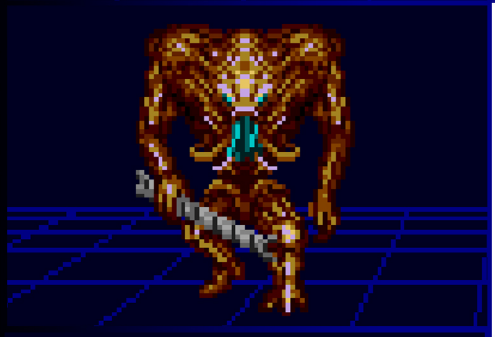
Reptile is the second Terakite form. Despite not having a special attack, it is a lot more dangerous than his predecessor thanks to higher damage and HP. They reside mostly on Uzo Island.

Kait Dragon

The final form is by far the most dangerous of the group. Thanks to high HP and defense, they can drain your resources as you venture through Climatrol, forcing you to escape and retry.

Rot Wood

Rot Wood resembles Cthulu in humanoid form and can beat you senseless with his giant club. While he has no special attack, a pack of them can end your journey. They reside inside Roron.



Blockhead

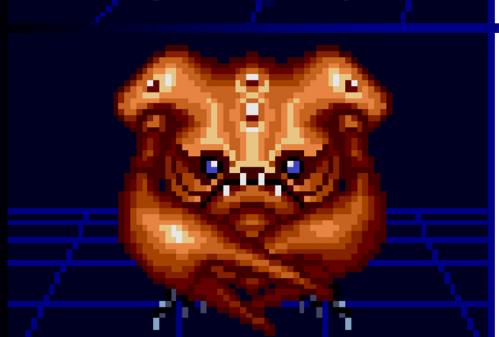
Blockheads typically attack in packs of three and can destroy even the best of parties. With high HP and attack, they don't need special techniques. You can find them on Uzo Island.

Fiara

The final Rotwood form likes to roam alone, making him an easy target to take out. The Fiara can be found within the depths of Climatrol.

Pug Hit

This unholy combination of a pug and a crab attacks by standing on its hind legs and firing projectiles out of its claws. Thankfully they can only be found at sea.



Pug Brat

The second form is much more powerful than his predecessor and has the ability to decrease a character's attack power for a few rounds. They reside in the upper levels of Climatrol.

Pug Kill

The final form is only a slight improvement over the previous one, with just a touch more HP and attack power. It also lacks a special attack. They can be fought in the lower levels of Climatrol.

Wolfang

These flaming wolves can ruin your day in a hurry. They attack by throwing fire from their tails, and they hit hard. Wolfangs can be found around Kueri, Piata, and on Uzo Island.

Burnwolf

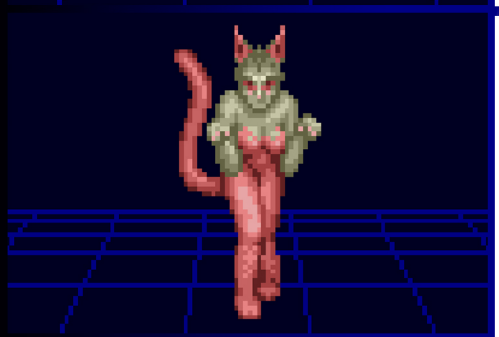
The second wolf form is significantly more powerful than its predecessor. Thankfully none of the wolves have a special attack, making the encounter survivable. They live on Uzo Island.

Flarewolf

The Flarewolf is the most powerful form and is an unwelcome sight everytime he pops up. Living in Climatrol they can drain a party's energy on that long jourey.

Catman

Given the attire of Catman, it's kind of obvious they wanted to name it after the famous Batman villian. They attack by leaping forward with their claws, and can be found on Uzo Island.



Catfang

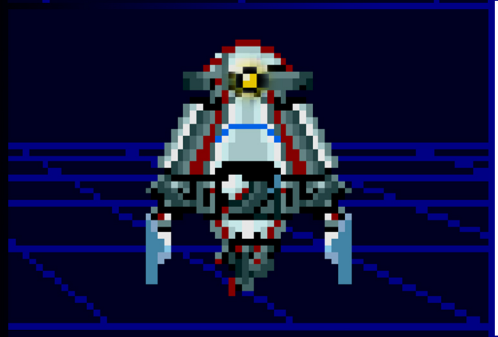
The second form is a lot more powerful and can scratch their way through a party in no time. If you encounter a pack of them they can send you fleeing from their home in Climatrol.

Cateye

The most powerful cat form is also one of the easiest to defeat, thanks to them typically fighting alone. Like the previous form, they can be found inside Climatrol.

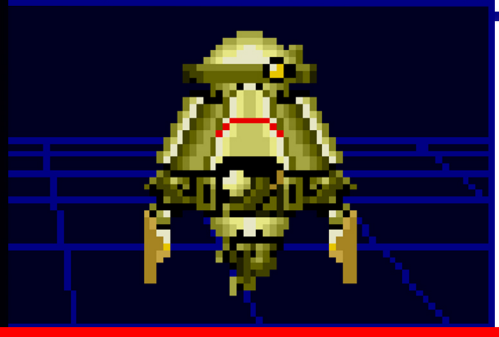
Whistle

The robot equivalent of the Fire Ant, these enemies will pose little threat to you. They are very prevalant throughout the mainland and sea of the entire planet of Mota.



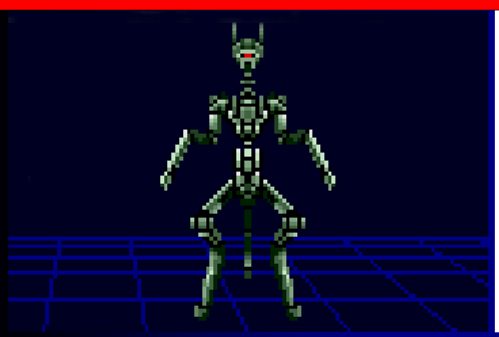
Informer

The second form has a slightly higher attack and adds a special technique that can decrease a party member's defense. They are typically found in the Yellow Dam.



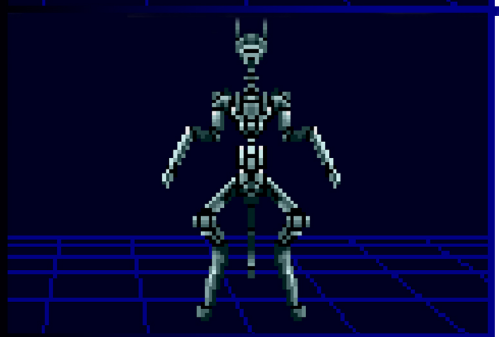
Tracer

One of only a handful of enemies you will never have the opportunity to kill, the Tracer is only found in the Gaira Prison Satellite.



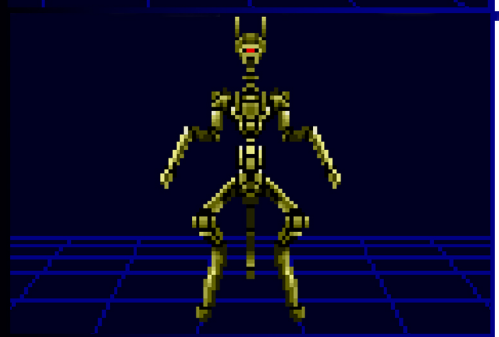
Metalman

This skinny wire frame robot isn't that threatening. It does however have a special attack that can hit everyone with electricity. They are found on the mainland and in the Control Tower.



Twig Man

The Twig Man is the second Metalman form, and is only slightly more powerful than his predecessor. They begin showing up in the Yellow Dam.

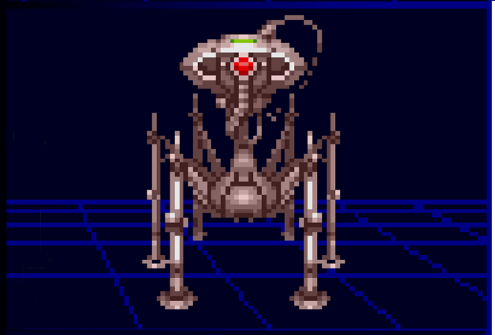


Twigtall

The final form is a slight step up from the Twig Man, but still doesn't pose much of a threat due to the lack of a group attack. They can be found in the Green Dam.

Mazgamma

One of the first batch of robots you will encounter, Mazgamma isn't that difficult to defeat. They can be found all over the mainland of Mota and inside the Control Tower dungeon.

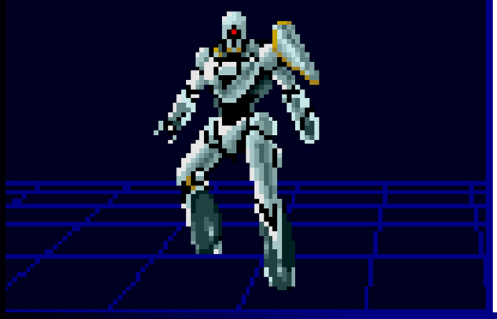


Firgamma

Firgamma is a slight step up from the previous form and poses a slightly bigger threat to your party. They can be found in the Yellow Dam.

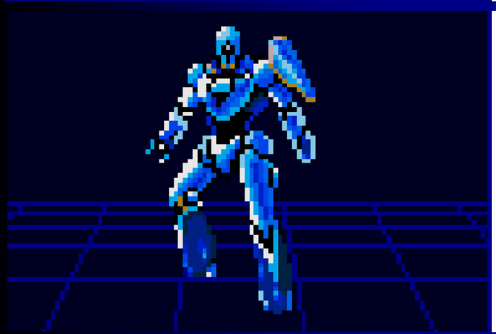
Kilgamma

Kilgamma is the final and most powerful form, but due to the lack of a special technique it isn't much of a threat. They reside in the Green Dam.



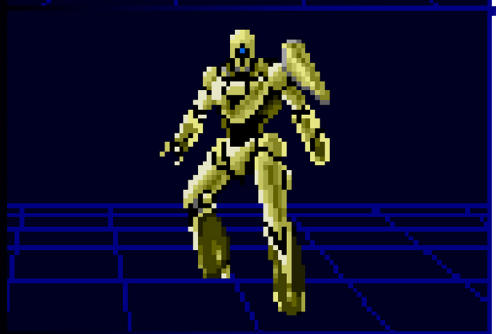
Polezi

This Robocop wannabe is one of the most prevalant robots you will encounter. Luckily they are a pushover. They can be found on the mainland of Mota and in all of the Dams.



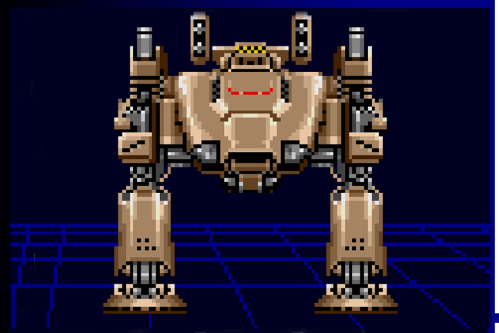
Poleziax

Poleziax is much more formidable than its predecessor, coming equipped with a higher attack and a special technique to paralyze a party member. They reside in the Green Dam.



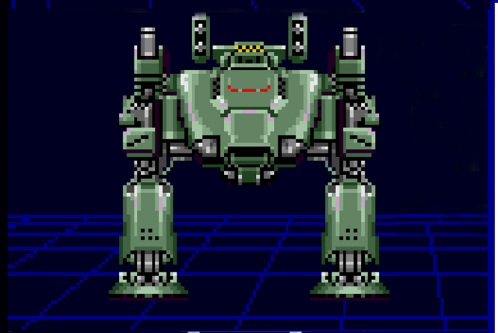
Polezis

Like the Tracer, Polezis is an enemy that you can't defeat due to you being completely unarmed. They can only be found on the Gaira Prison Satellite.



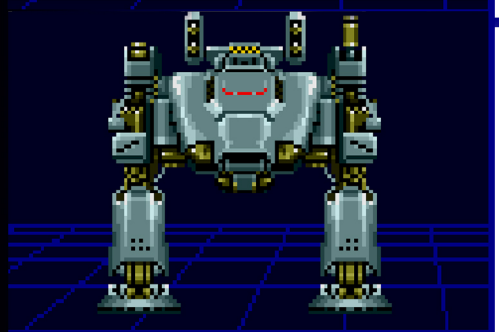
Eyesore

This giant bipedal robot is much more than an Eyesore, it can decimate your party. With high attack and HP they also have a special technique that hits everyone. They reside in the Red Dam.



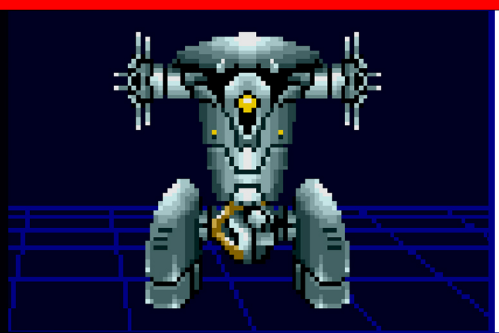
Heavy Solid

The second form ups the ante with even higher attack power and HP, as well as a laser beam that can damage your entire party. They can be found in the Yellow and Green Dams.



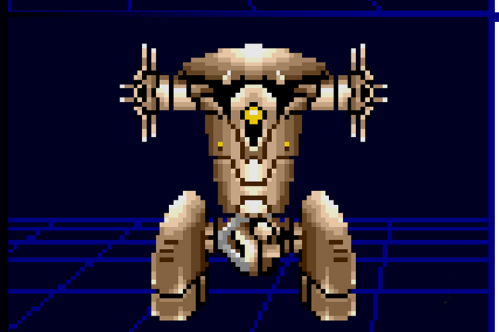
Gun Bust

The final form is only slightly more powerful than its predecessors and lacks any special attacks, making this an easier encounter. They can be fought inside the Skure Spaceport on Dezo.



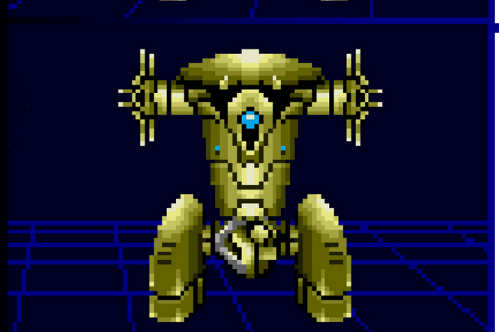
Mechoman

Mechoman is a relatively weak robot that can still cause you headaches. While its attack is low, it can launch missiles from its legs and hit your entire party. They reside in the Red Dam.



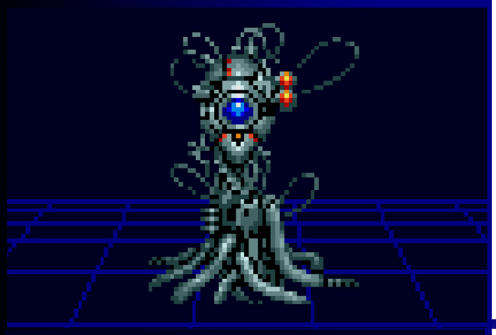
Sonomech

Sonomech is a slight step up in power from the previous form, and can damage your entire party with missiles as well. It too can be found in the Red Dam.



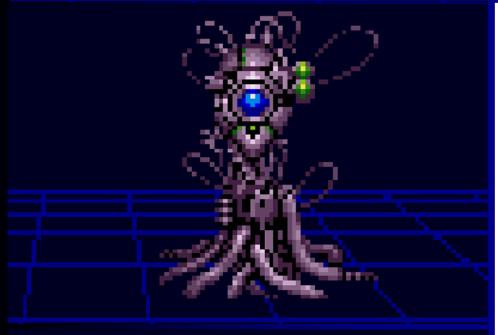
Attmech

The final form takes a significant step up in power and retains the missile launching capability from its predecessors. They can be fought in the Blue Dam.



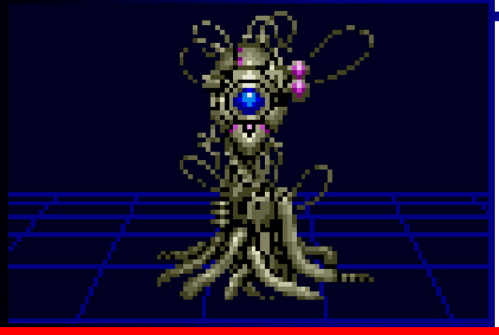
Wireface

This creepy looking robot attacks by shooting a laser from its eye. Even with no special attack they can still deal significant damage to your party. They reside in the Control Tower and Red Dam.



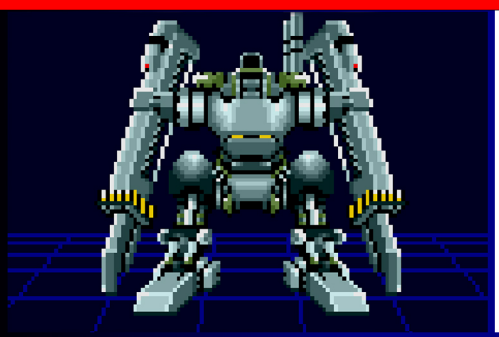
Wirehead

The second form gets a slight boost in power, but still lacks any techniques. They too can be found roaming around the Red Dam.



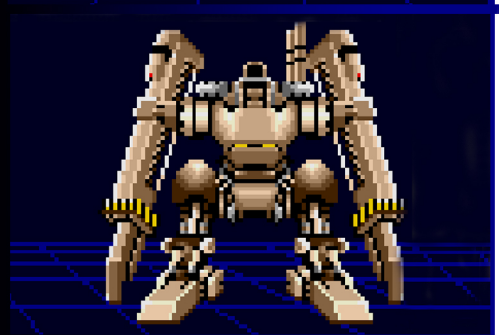
Pod Head

The final Wireface form is only slightly more difficult than his predecessors, but does come equipped with a shiny gold paint job. They can be fought inside the Blue Dam.



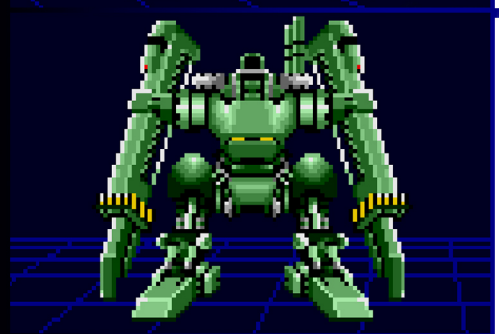
Cooley61

This giant robot fills the screen and can take a beating. While it doesn't have a special attack, due to its high HP and defense it can take a while to defeat. They can be found in the Yellow Dam.



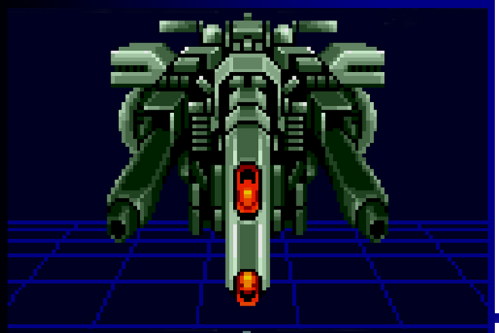
Monster

The second form gets a siginifcant boost in attack, HP and defense. They are an unwelcome sight during your long journey through the Green Dam.



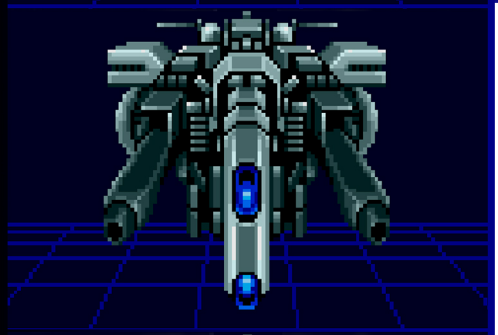
Large Miner

While the final form is more powerful than its predecessors, it doesn't pose as much of a threat due to it only appearing in the overworld on Dezo and not in any dungeons.



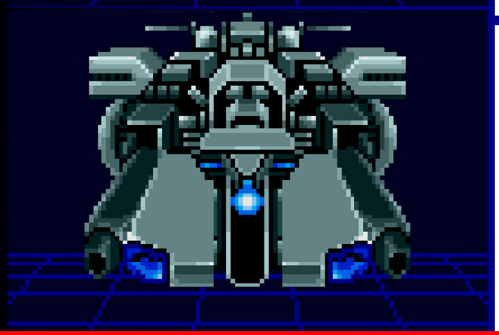
Van

This flying fortress is one of the most powerful robots you will encounter. It has a secondary attack with its cannon that can inflict major damage. They can be found inside the Blue Dam.



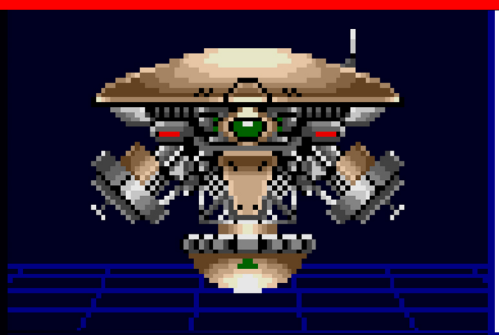
Aerotank

The second form is a significant step up from its predecessor. While it loses the cannon attack, it can still cause your party a lot of problems. They reside all over Dezo.



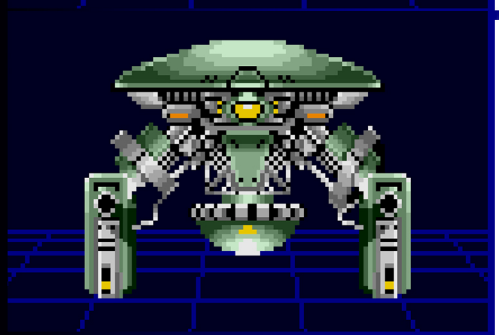
No Third Form

Van is the only enemy in the game that doesn't have a third form.



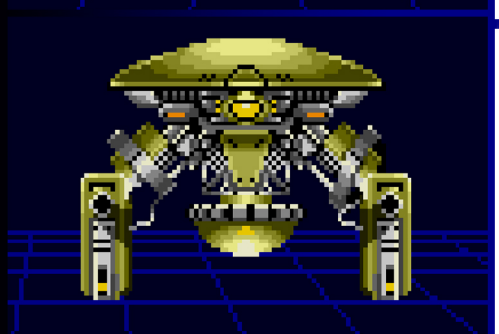
Army Eye

You will only encounter these robots once upon opening the final dam. They are invincible and will eventually trap you with Plasma Rings and send you to the Gaira Prison Sattelite.



Tracer Base

The second Army Eye form is a formidable threat to your party. It has a special attack that can damage everyone in your party. They primariarly reside in the Skure Spaceport on Dezo.



Specter

The golden third form is a significant step up from the previous version. It retains the group attack from its predecessor as well. They can be found in dungeons and the overworld of Dezo.

Orangh

These three-eyed ape creatures look all peaceful, but can strike out viciously at any time. They have a special technique to replenish 20 HP and are found in the Skure Spaceport on Dezo.

Orangoo

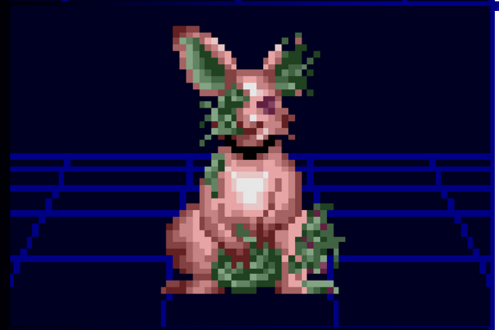
The Orangoo is slightly more powerful than its predecessor and also has the ability to heal 20 HP to itself or ally. They reside all over Dezo.

Ohx

While not much more powerful than the other two forms, the Ohx is an annying creature due to its special ability, which drains TP from your party. They can be found in the Crevice on Dezo.

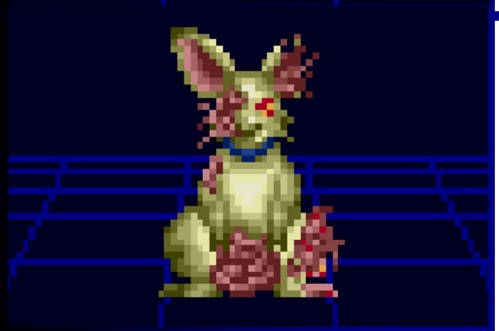
Rabbit

This zombie like Rabbit is one of the most disgusting monsters in the game. Their guts constantly fall out, requiring them to push them back in. They live in the Skure Spaceport on Dezo.



Rabbita

The second form is only slightly more powerful than its predecessor, however it has a special technique that can decrease a party member's defense. They too live in the Skure Spaceport.



Rabitgut

The most powerful Rabbit form is only a tiny bit more dangerous than the previous two forms. Rabitgut also lacks a special attack, making it less threatening. They roam the overworld in Dezo.

Dezo Owl

The Dezo Owl is an angry winged foe that attacks with its sharp talons. They aren't particularly powerful and don't pose much of a threat. They can be found primarily in the Skure Spaceport.

Skytiara

The second Owl form is slightly more powerful than its predecessor. They begin showing up in the Skure Spaceport and stick around through Menobe and Guaron.

Owltalon

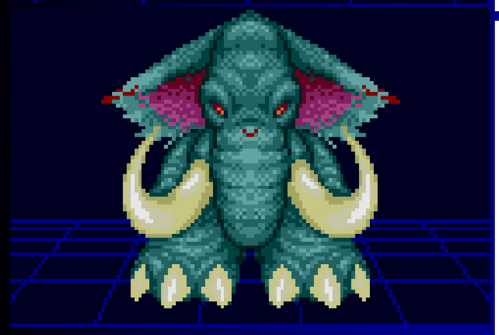
As the most powerful Owl form, the Owltalon isn't that dangerous. With no special attacks they are easily dispatched. They reside in the Crevice and the Ikuto Dungeon.

Elephant

This giant creature can whack you with its trunk, and can stick around for a while in battle thanks to a high defense. They roam freely on the Dezo overworld.

Mastodon

The Mastodon is much more powerful than the Elephant, and can make your journey through the Crevice fairly difficult.



Eletusk

The final Elephant form has roughly the same strength as the Mastodon, but given they show up later your party shouldn't have an issue with them. They live in Menobe and Guaron.

Mx Dragon

This giant dragon can ruin your day in a hurry. They are powerful, have high defense and HP, and can attack you with flame breath. They live in Guaron and Noah

Fr Dragon

While having only a slight increase in power over the previous form, the Fr Dragon will pose just as big a threat as his predecessor. They can be found in Ikuto and Naval.

Arch Dragon

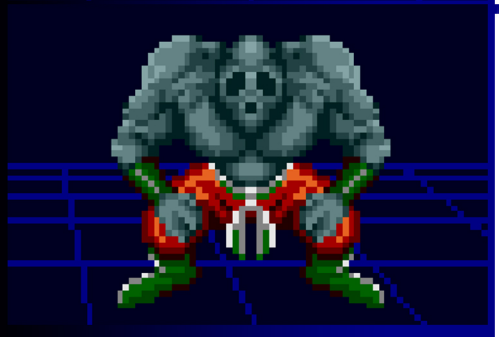
The Arch Dragon is the final form and is a slight improvement over the previous incarnation. They show up in Naval as well as Noah.

Wrestler

This mutant athlete is a formidable foe that attacks with great strength. He also has a special technique that can paralyze a party member. Wrestlers live in Menobe and Guaron.

Sakoff

The second Wrestler form isn't that much different than the first, with the exception of losing the ability to paralyze you. He also reside in Menobe and Guaron.



Mesoman

The final form is a slight step up from his predecessor, and also lacks a special attack. He can be found in Menobe, Guaron, as well as Noah.

Mystcape

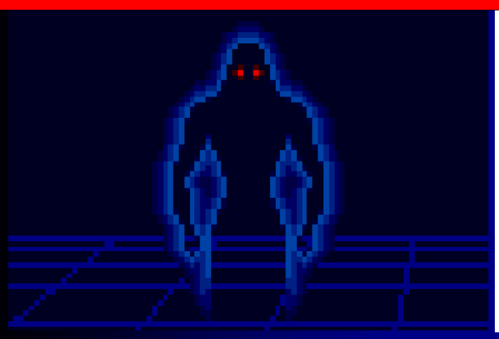
Mystcape is a powerful warlock that attacks using the energy he controls between his hands. He has a special technique that can lower your attack. He is found in all four Nei Item Dungeons.

Illusionist

While the Illusionist is significantly more powerful than his predecessor, he lacks a special attack. He resides in all four Nei Item Dungeons.

Imagiomage

The final form is one of the most powerful monsters in the game, although he doesn't have a special technique to attack with. You will fight him in Naval and Noah.

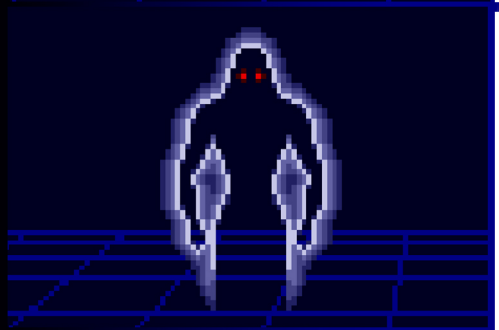


Darkside

Darkside is the glowing outline of an evil sword wielding creature. While he has no special attack, he can inflict massive amounts of damage. They can be found inside Menobe.

Mr. Death

Mr. Death not only has the best name in the game, but completely lives up to that title. He is significantly more powerful than the previous form. He lives in all Menobe, Ikuto and Naval.



Shadow

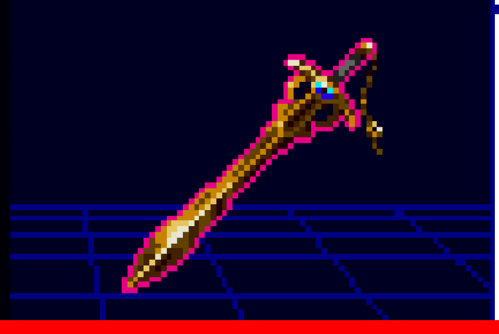
Shadow is a significant improvement over his predecessor and will cause your party all kinds of problems. They live in Ikuto and Naval.

Glosword

This sentient glowing sword attacks by thrusting towards you. The Glosword is a powerful enemy that can do serious damage to your party. They live in Menobe.

Desrona

The second form is actually less powerful than its predecessor. When combined with the fact they show up later in the game, it's typically an easy fight. They show up in Ikuto and Noah.



Lung

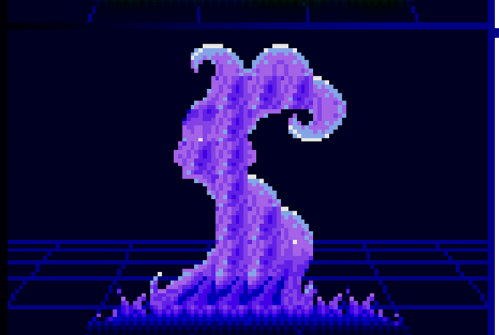
Lung is easily the most powerful form, with a strong standard attack an the ability to hit your entire party with its aura. You can fight them inside Ikuto.

Firefall

This sentient fire pit isn't a welcome sight during your journey. With high HP and attack, as well as the ability to hit your entire party, these encounters are difficult. They mainly live inside Guaron.

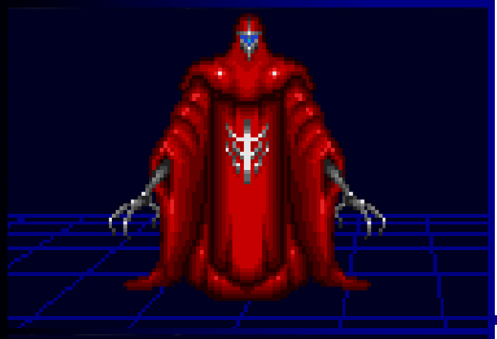
Volcano

The green Volcano is a significant step up in power from Firefall, and also has the Inferno attack that damages your entire party. They too live inside Guaron.



King Lava

King Lava is truly the king of the living fire, and has the ability to throw columns of flames at your group. They reside in Guaron as well as Noah.



Wizard

The Wizard is a giant imposing skeleton that uses magic to destroy their foes. He also has the ability to damage the entire party using lightning. He typically lives inside Ikuto.

Capeone

Capeone is slightly more powerful than the Wizard, but is an easier fight thanks to not having a group attack. He can also be found in Ikuto.

Fiend

This is the most powerful basic enemy in the game, and can devastate the party with standard and group attacks. He shows up in Naval as well as on Noah.

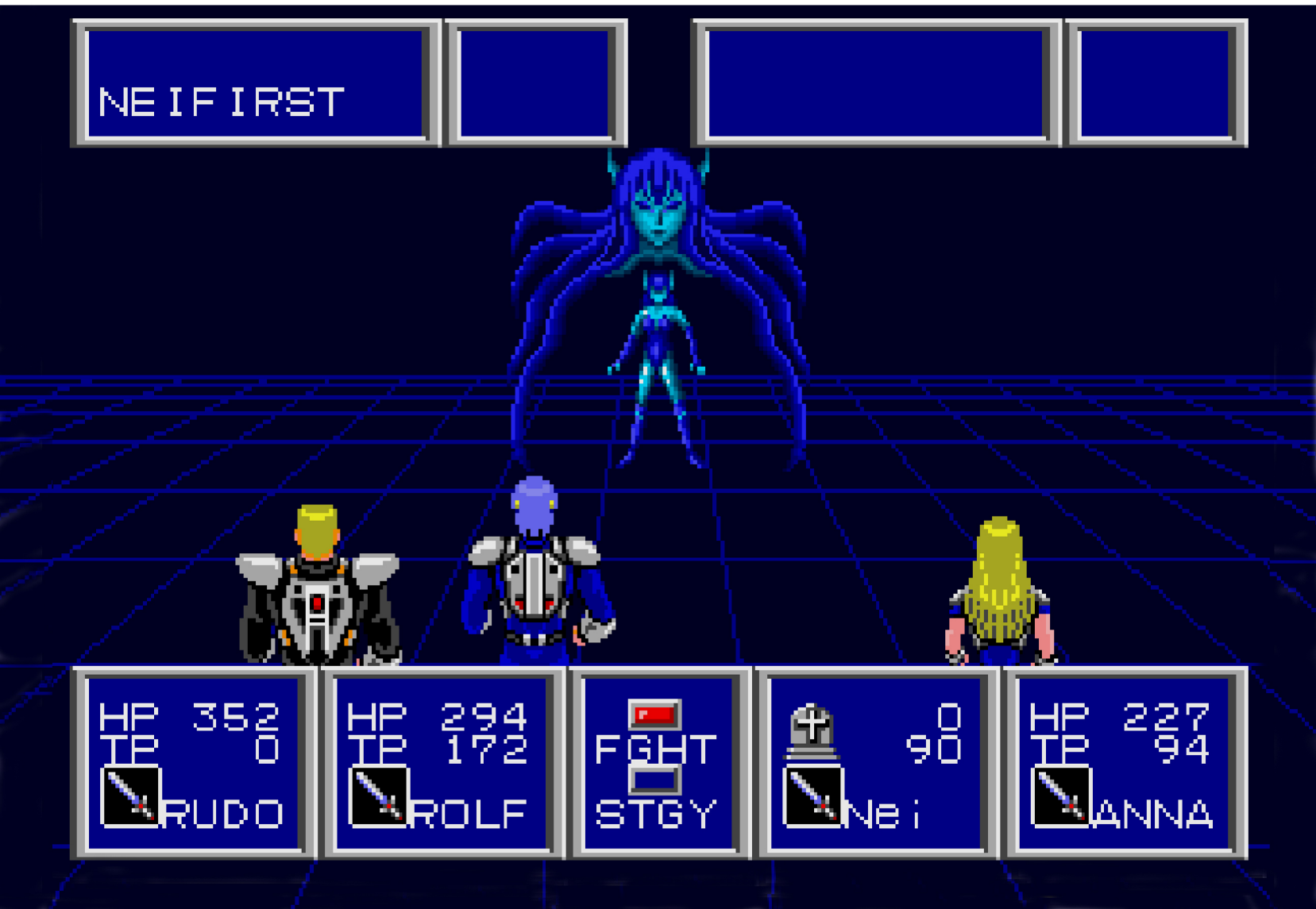
MAJOR ENEMIES

NEIFIRST

Neifirst is the first boss that Rolf will encounter on hisjourney, and it will be the toughest fight he has had up to this point. Neifirst, like Nei, is the biproduct of human and bio-monster cells being spliced together, and she reveals that she is the reason Mota has been overrun with bio-monsters. Determined to destroy her, Nei leaps into action and takes on Neifirst alone. This is a hopeless battle as Neifirst is way too strong for Nei alone, and upon defeat Rolf and the rest of the party leaps into action.

Neifirst has two main attacks, a solo sword attack, and a devastating group attack. The group attack consists of giant hands smacking the group in the head. Regardless of what she hits you with, it will take off a significant amount of HP.

Neifirst has the highest amount of hit-points and attack power of anything Rolf has encountered or will encounter for quite some time. This fight is even more difficult since the party must fight their way through the Climatrol dungeon. Should they survive it's time to say goodbye to Nei, and prepare themselves for a brave new robotic world.

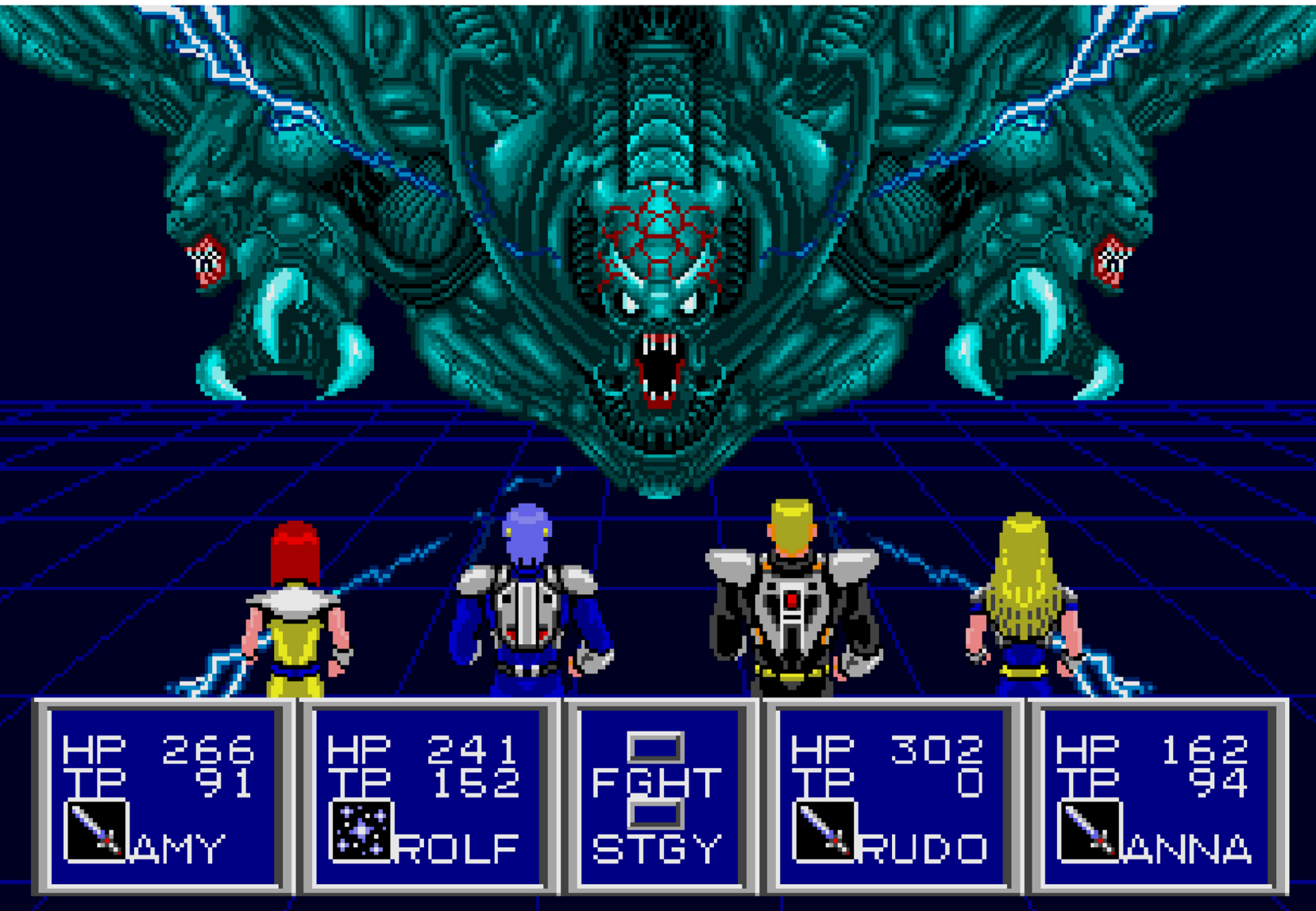


DARK FORCE

This is the first of back to back boss battles, and is arguably the most difficult fight in the entire game. Residing in a Pandora's Box that is blocking the path, Dark Force unleashes a whole host of attacks and special techniques upon the party.

If dealing with the massive amount of hit-points and raw attack power was all Rolf had to worry about, then this wouldn't be that difficult of a fight, unfortunately Dark Force has the ability to corrupt one of the party members and turn them Evil. When this happens they can lose the ability to use techniques or become frightened and attempt to run away, rendering them useless. These conditions continue until the Neisword randomly lights up and exorcises the demons.

Dark Force also has the ability to damage Rolf's entire party with a single blow, as if he didn't have enough ways to harm them. Due to his strength and the randomness of possession, this battle can take several attempts before Rolf succeeds. Once defeated, Dark Force is forever gone, opening up the pathway to the end of the dungeon.

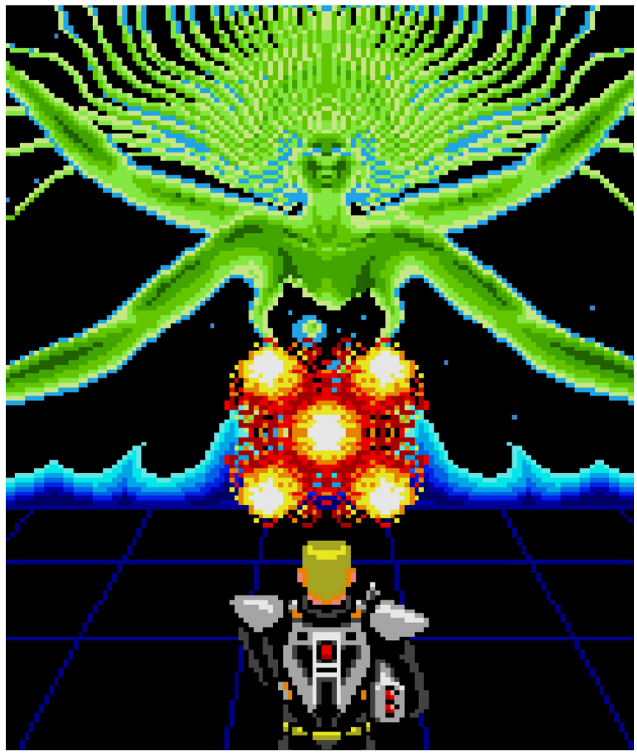


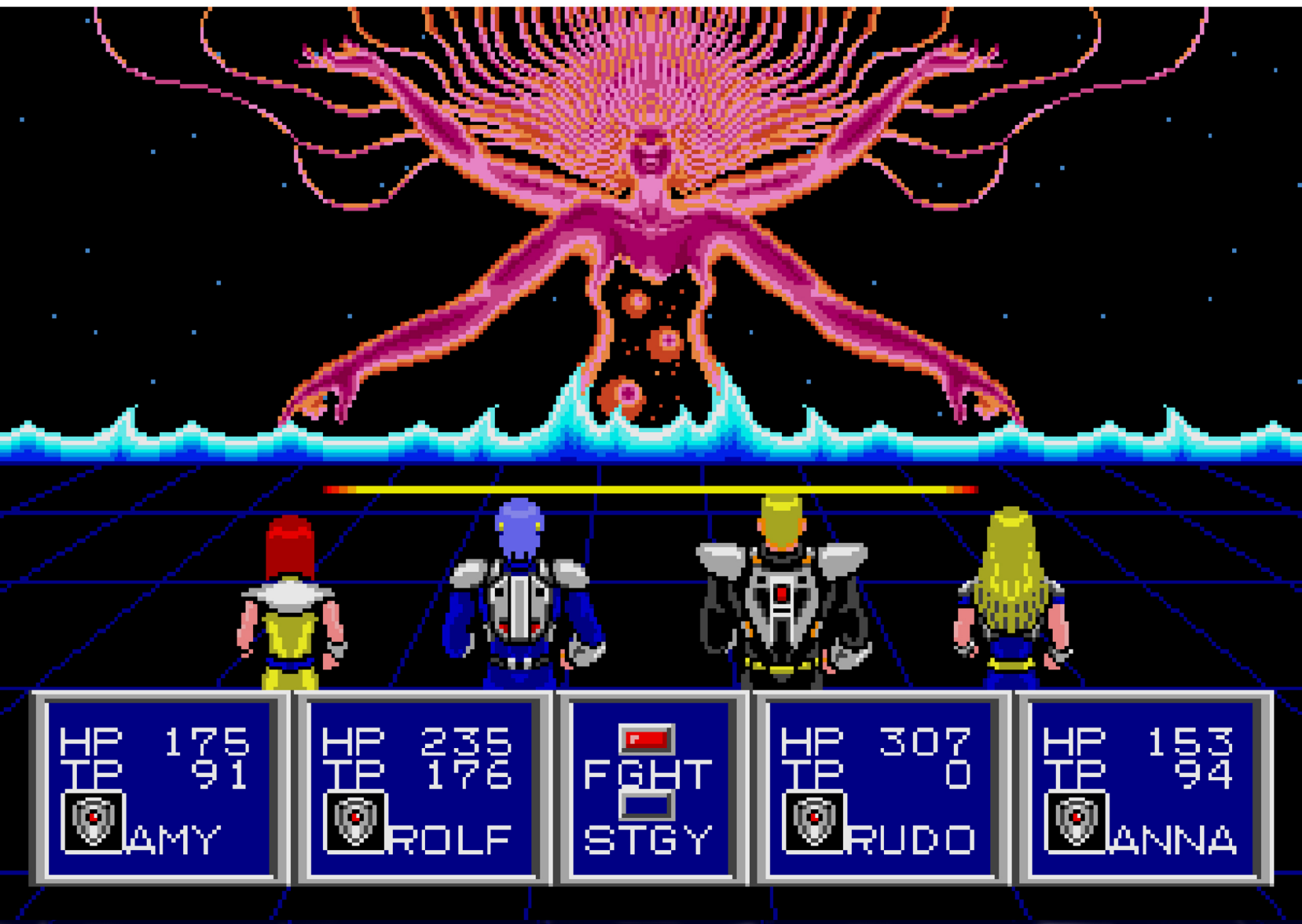
MOTHER BRAIN

Waiting for Rolf at the end of Noah is the controller of all things in the Algo System, Mother Brain. Before the fight she asks if the party really want to attack her, reminding themthat if the attack is successful, everyone will die as a result since she won't be around to protect them. After answering her questions it's time for the fight to begin.

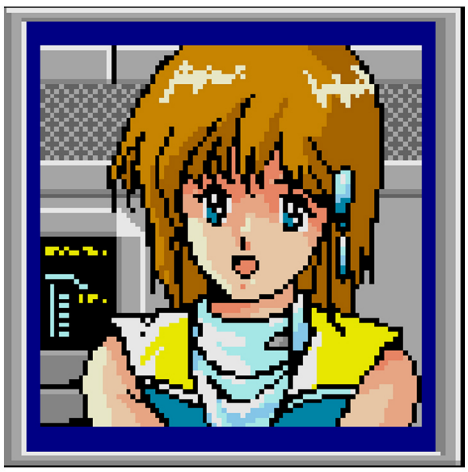
On paper, Mother Brain has all the attacks and techniques to make this an incredibly difficult battle. She has an insane amount of hit-points, a high attack and defense, and can take off a devastating amount of HP against all of your allies by using her Nova Attack. Due to her predictability however, a well prepared party can easily survive and easily come out victorious.

Provided the group came equipped with a lot of healing items, or have Amy powered up so she has powerful healing spells, the entire encounter becomes a battle of attrition. After a lengthy back and forth of attacking, taking damage, then healing and the quest to rid the solar system of Mother Brain rule will be complete.



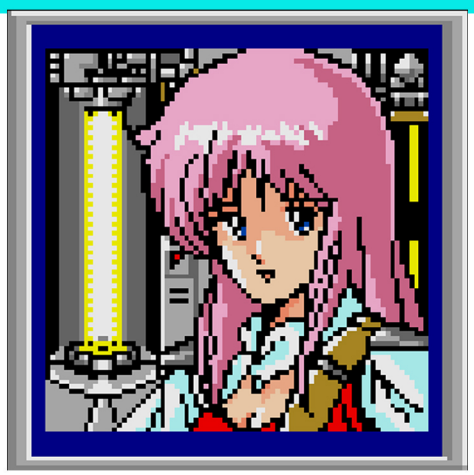


TERAKITE
SHOPS
HP 314
IP 172
ROLF
FGHT
STGY
HP 178
IP 91
Nei



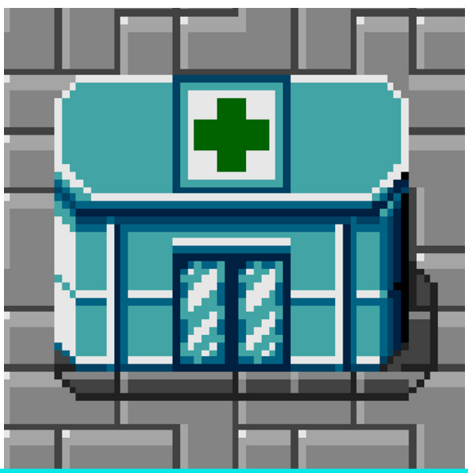
Data Memory

The Data Memory Center is the only place you can save your game (until you acquire the Visiphone). When you enter the building the friendly counter girl will tell you how many more experience points you need in order to level up.



Teleport Station

The Teleport Station is the fastest way to revisit towns you have discovered. For a meager sixty mesta, the party can move from town to town without fear of attack. The only drawback is that they can't teleport between two cities on different planets.

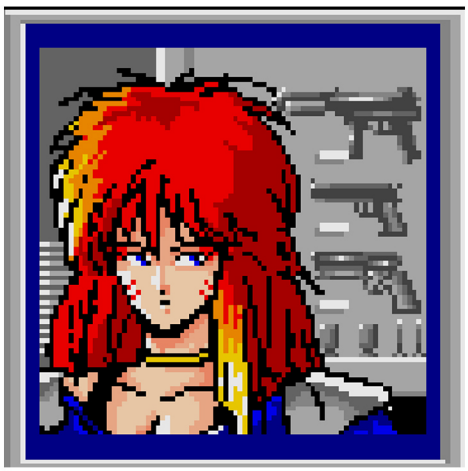


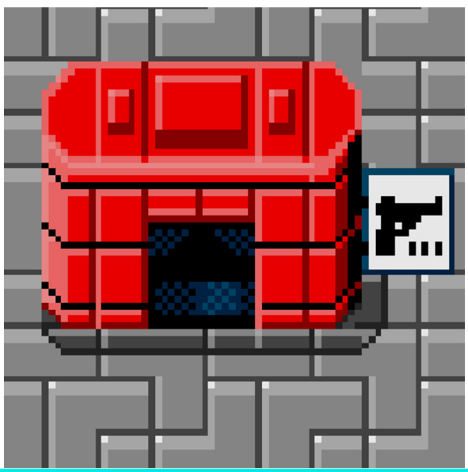
Hospital

The friendly balding doctor will be happy to treat theentire party for a nominal fee, and on that rare occourance where someone becomes poisoned and an antidote or character with the Anti technique isn't available, he has the means to assist the party. .

Clone Lab

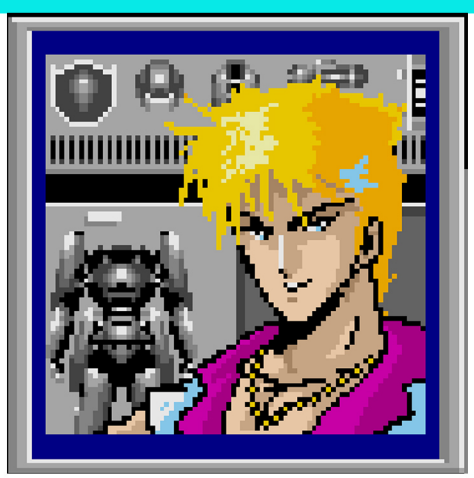
The disturbing blue fellow with the blonde dredlocks gives the party the ability to bring back someone from the dead. If this is your first playthrough of the game, expect to become well acquainted with this building. And expect to drop a lot of hard earned cash as well.

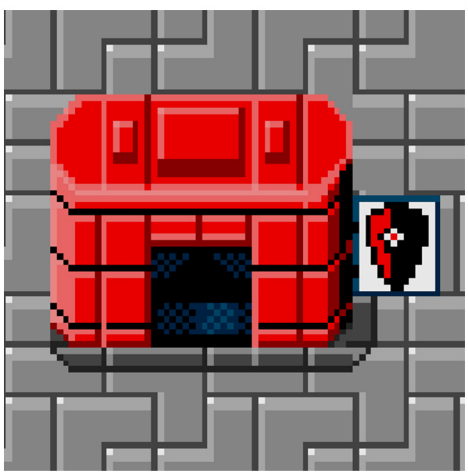




Weapons

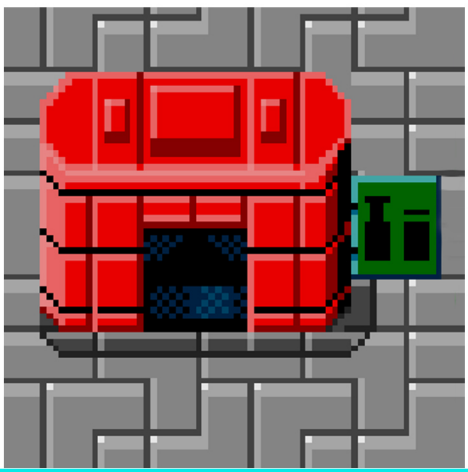
This delightful shopkeeper who looks like the guitar player in an all girl 80s hair metal band sells all manor of death dealing devices. Guns, swords, whips, slashers, and knives. If it will kill things, expect to find them here.





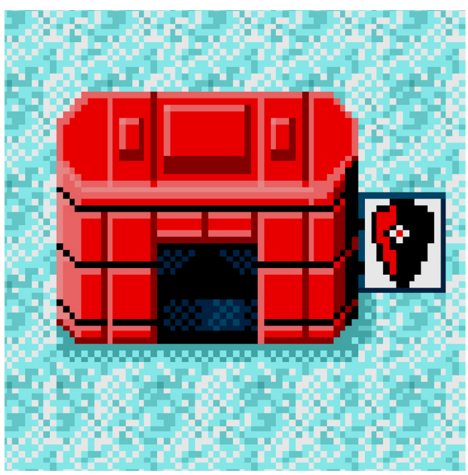
Armor

The Armor shop will help keep the party alive longer in battles, although it will cost them a bundle if they want the best defense. But as the old saying goes, the best defense is a good offense, so anything purchased here will be secondary.



Tools

The Tools shop is arguably the most important since it is the only place you can sell unwanted items. It is also the only place to purchase healing items, and valuable transport items like Escapipes and Telepipes.



Dezo Shops

On the planet Dezo you will find the exact same set of shops as you do on Mota. There are two differences however. The first is that the shopkeepers are Dezo citizens, and the second is that you need to find a Mogic cap in order to purchase anything from them.

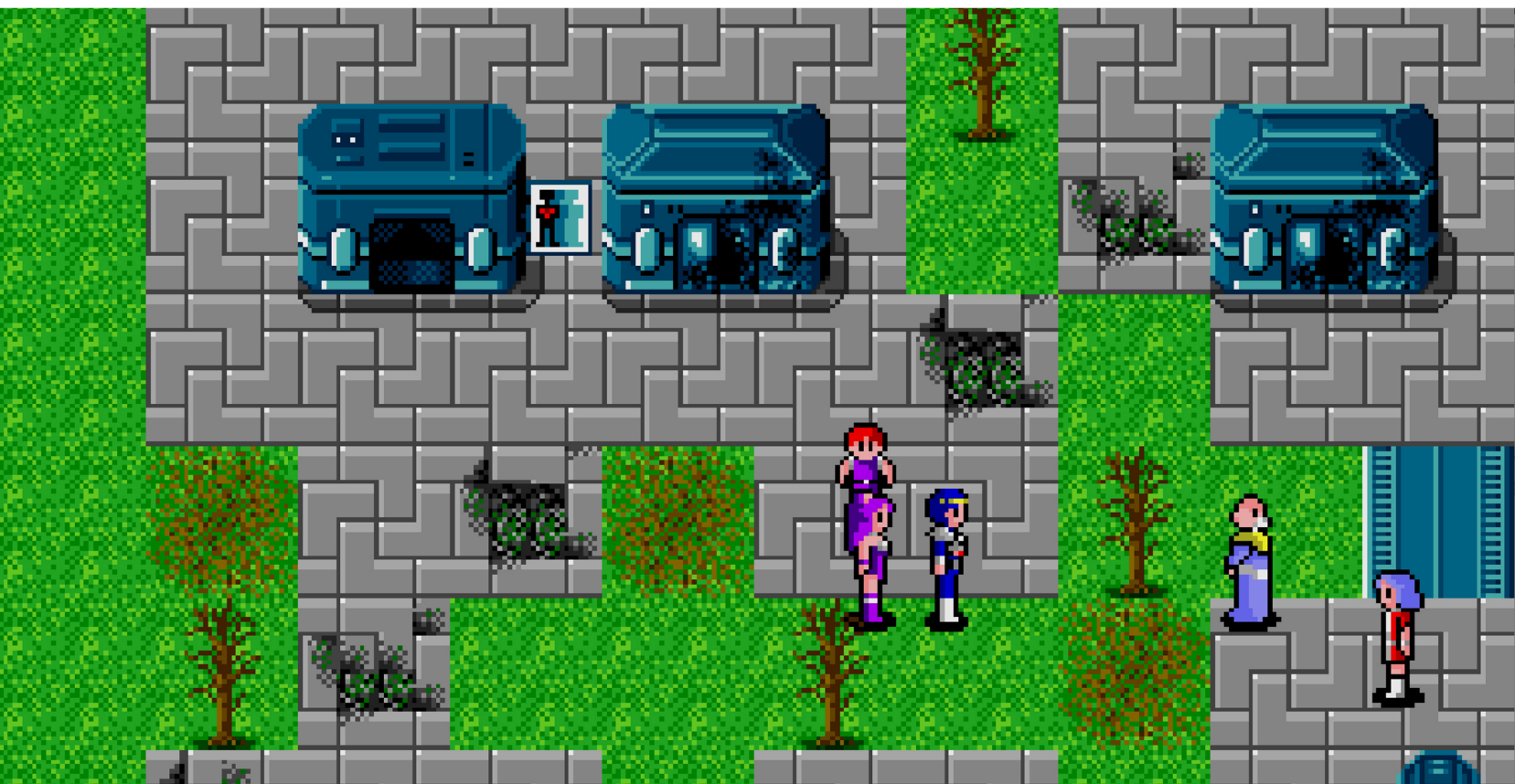
TERAKITE
TOWNS
HP 314
IP 172
ROLF
FGHT
STGY
HP 178
IP 91
Nei

PASEO

Paseo is where the journey begins. Located in the northeast corner of the dried lakebed, it will be the primary base of operations throughout the entire quest. The east side of town has a variety of shops, as well as Rolf's home. His residence is important since it is where all of the companions will show up for the first time. While visiting the house Rolf will be able to inspect all of the party members vital stats, as well as reform your party as you see fit. The other building of note in the city is the Central Tower, which houses the storage room and eventually the spaceport.

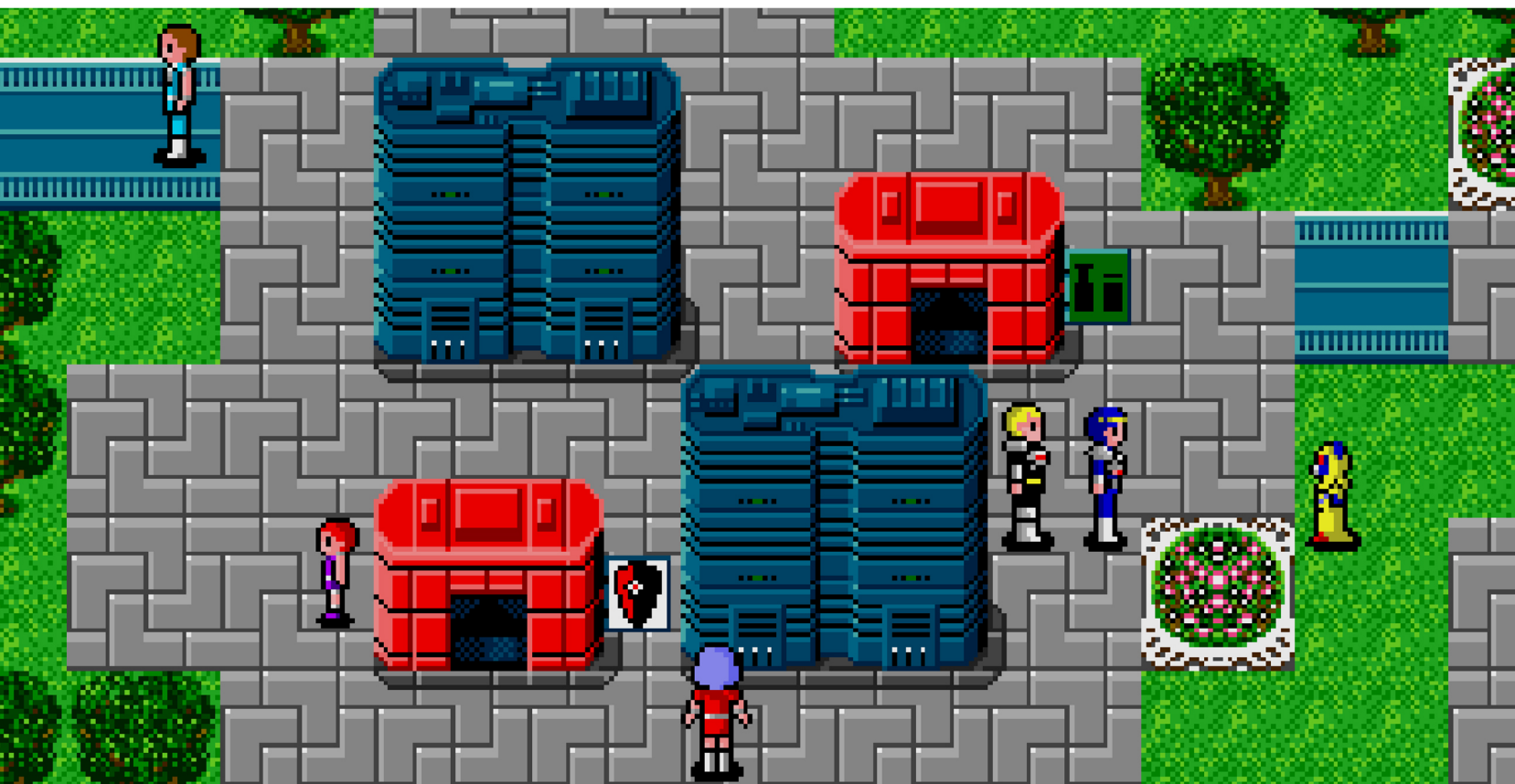
ARIMA

Arima is the first town Rolf visitst, and from the looks of things it has seen better days. Many of the buildings have been damaged by dynamite used by the scoundrels, who have set up a base of operations in the nearby Shure Dungeon. This is also the hometown of Darum, the man blocking the pathway to the west, and his daughter Teim who has been kidnapped. Be sure to visit the weapons shop, that has a couple of must purchase items (the Sword and the Shotgun). After speaking with everyone, head back to Paseo and Rolf's house where the former soldier turned hunter Rudo will join his fight.



OPUTA

Oputa is the first stop after crossing over the western bridge. Upon reaching the town it's a good idea to transport back to Paseo so that Rolf can greet Amy at his front door. The shops in town have some items that will help them in their journey (most notably the Ceramic Bars for Nei). In the northwest corner of town resides Ustvestia, who is a sexist music teacher that teaches the technique Musik (2,000 for guys, 5,000 for the ladies). He will also gladly play for the party, allowing them to listen to any song in the game.



ZEMA

Zema is located in the southwest corner of the dried lakebed and is tucked away in a self contained area just like Paseo. Upon arriving, teleport back home so Anna can be greeted and welcomes into the party.. The next task is to fight and fight and fight as there are a lot of valuable items that are in need of puchasing (most notably the laser knives and lots of Titanium armor). Other than the items there isn't much else to see, outside of the novelty of a town that is built in a straight horizontal line.

KUERI

Kueri is far to the west and is easily accessed via the jet scooter if a hike through bio-monster filled territory doesn't sound appealing. The next time Rolf visit home in Paseo there will be a knock a the door and Kain the Wrecker will join the party. The shops contain a must have weaopn for Nei (laser bars), and a must have weapon for Anna, provided she is in your party (laser slashers). After shopping, pay a visit to the professor living in the southern part of town. He will give Rolf the info on his new invention that will allow them to breathe underwater, and tells them that he is looking for the Maruera Leaf.

PIATA

Piata is the final town on Mota, and is only accessible via the jet scooter. Upon arriving, warp back home and greet Shir the Thief at Rolf's front door. Once introductinos are made, head back to town it's time to hit the incredibly expensive shops. The pricey goods are worth it however, as there is a laser sword and laser cannon that will help the party eliminate bio-monsters. In the northwest corner of the town there is a pathway that leads to three towers, which will play a significant role in Rolf's journey.

ZOSA

Zosa is one of the three towns on the planet of Dezo and is located in the northwest corner. As with all towns on Dezo a Mogic Cap must be tracked down in the Skure Spaceport in order to speak with any of the townsfolk or shopkeepers. If the party has enough money, the shops contain the best standard weapon for Rudo (Pulse Vulcan) and Anna (AC Slasher) and has a whole host of defenseive items. Zosa will be the base of operations for the assault on the Ikuta Dungeon.

AUKBA

Aukba is located due north of the Skure Spaceport, and is filled with useful items. The weapons shop contains the best single hand weapons (the laconian mace and laser shot), as well as some nice defensive items. Talking with the townfolk will inform the party of what happened to some of the people who escaped the destruction of Palm, and tell strange tales of an ageless man on the other side of the Crevice. This town will be the base of operation for the journey acros the Crevice, as well as the Menobe Dungeon.

RYUON

Ryuon is the third and final town on Dezo, and is located far to the southeast. In addition to having the laconian sword for sale, it is also the only town on the planet that sells trimate, making this a must visit locale. While there isn't much else in the way of information or useful items, it will be the base of operations for the journey through the Guaron dungeon.